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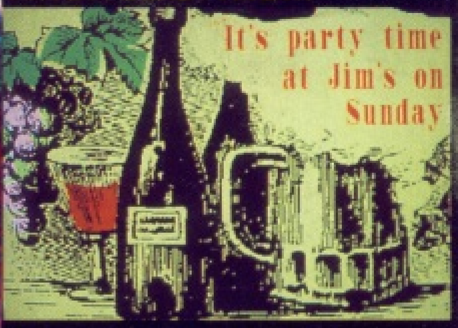
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Screen shot from CBM Amiga.



Based in the 1920's, Inspector Raoul Dussentier is aboard a ship in the Mediterranean. But no sooner has the cruise begun when Raoul is summoned to investigate a crime – the murder of his host Niklos Karaboudjan, the Greek shipping magnate. It's up to Raoul to throw some light on this sinister mystery!

- *Wide range of actions, including the option to question other characters in true Agatha Christie style.*
- *PC version features 256 colours, Ad Lib & Roland sonic support.*
- *Amiga version features 32 colours.*

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THE SECRET OF MONKEY ISLAND™



Screen shot from IBM PC.



A comedy set during the "golden age" of piracy in the Caribbean. The game's twisty plot leads our hero, fresh from the old world, on an hilarious, complex, swash-buckling search for the fabled Secret of Monkey Island.

- *Features dazzling 3D graphics, an original reggae sound track and a point 'n' click no-typing interface.*
- *A wide variety of original entertaining puzzles, unravel hidden meanings in hilarious repartee.*
- *Proportionally scaled animated characters and cinematic pans and camera angles.*

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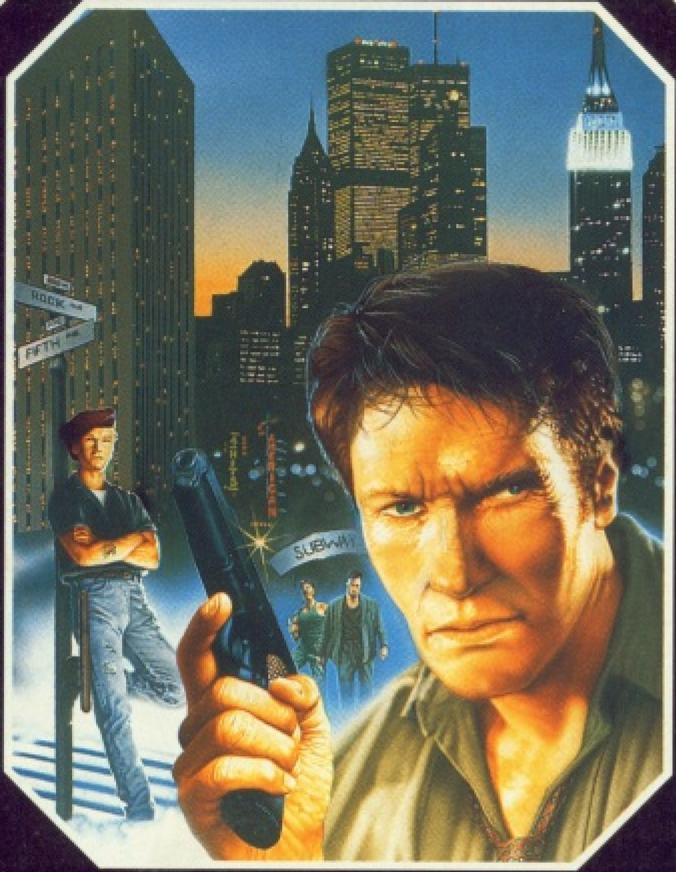
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Your purpose: Wipe out the criminal organisation and rescue the President's daughter.

- *More than a "shoot em-up" game. Crimewave contains secret rooms, switches, keycards, different weapons, varying levels of difficulty along with a variety of other strategy elements that provide endless hours of challenge and excitement.*
- *A multitude of brilliant 256 colour scrolling game screens.*
- *Incredible digitalised "Motion Graphics" (featuring real actors and models).*

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From the creators of Sherman M4



Screen shot from CBM Amiga.



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ATARI ST, AMIGA & PC (EGA, CGA).

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CU AMIGA



Above: It's the best party in town. Learn how to make great party invites to wow your friends. Turn to page 36 to see how it's done.
Below: The battle of the printers begins on page 158.



CONTENTS

EDITOR
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There's a whole lot of shakin' goin' on. Turn to page 74 for a full review of Accolade's Elvis game, *Search For The King*.

REGULARS

SPECIALS

DOUBLE DISK DELIGHT!

No, it's not a new ice cream! It's the only way to describe the plethora of useful utilities and games that's on our two cover-mounted disks. With Mirrorsoft's *Gravity* gracing the first disk in its entirety, and the second disk featuring a fully playable level of Core's *Warzone*, and a neat 1MEG only game called *Cave Runner*, games players are fully catered for. In addition, we also have a great sound package which allows the user to produce superb soundtracks, a boot block installer, a lightshow, something new in the line of fonts, plus loads more great utlities. . . .



The secrets of Tutankhamen and EA are revealed in an exclusive preview of the amazing *DPaint IV*. Read it here first!

CU takes a nautical theme with reviews of *Navy Seals*, Ocean's tough platform shoot 'em up based on the crack American naval unit, and *Das Boot*, a German submarine sim based on the famous book and film of the same name.



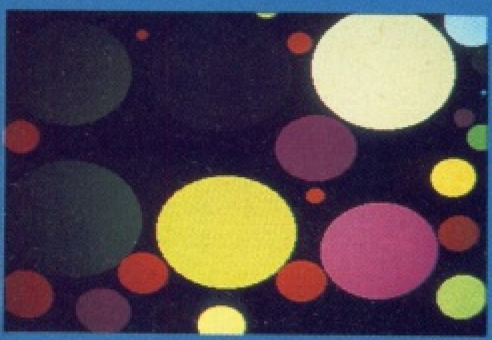


If anything, the games coverage in CU is now even better, and this month we have got massive reviews of all the latest releases. Heading the line up is the superbly gory *Beast Busters* with its flesh-eating antics, and lining up behind it for a piece of the action are *Search For The King, Navy Seals, Metal Mutant, Mega Traveller, Trial By Fire*, and *R-Type II*.

G A M E S

T E C H N I C A L





R E V I E W S

R O U N D U P

WELCOME TO the party

THE FUTURE NOW!

We've always brought you the best in Amiga games, and we always will. We're not known in the industry as the Number One Amiga games magazine for nothing! But from this issue onwards we'll be ADDING to the mag by bringing you a whole host of entertaining features that will help you unleash the power in your Amiga!

WHO'S THAT MAN?

Let's have a big hand for CU's newest staff member, our new Tech Ed, Mat Broomfield, who's going to be handling all the technical bits and bobs from now on. Hailing from Basildon (well, someone has too), Mat's also a brilliant gamesplayer and is currently beating all-comers at *Supercars 2*. Born to American and Welsh parents, he counts Sir Walter Raleigh as a distant ancestor and is forever lying down in puddles so the rest of the staff can walk over him and not get their feet wet. Perhaps that also explains why he's constantly got three cigarettes on the go at once and has a penchant for fiddling with his bowls (being something of an expert player). In the sporting field, Mat's also something of a daredevil liking nothing better than a spot of mountain climbing, parachuting, stunt skating and springboard diving but we'll be putting him in intensive training so he can join the CU Elbow-lifting team as soon as possible.

If it's qualifications you're after, 27 year-old Mat's próbably got a few left over that you can have. As well as having taught computing for a living and owned and managed two computer shops, he's also written for virtually every computer magazine on the planet. In his spare time Mat likes to dabble at computer graphics (which we'll be showing you more of in upcoming issues) and is a part-time musician.

WATCH OUT FOR THE DISK SYMBOL

CU Amiga recognises the fact that you DO things with a computer, so watch out for great tutorials that link articles to our coverdisks. They'll be relevant, useful and we hope that they'll entertain you.

WATCH OUT FOR THE THEMES

This issue we feature a series of related articles that strip away the mysteries behind the Amiga and tell you how to make your own demo complete with snazzy graphics and top-rated sounds.

You'll be able to read CU Amiga at several different levels. Imagine that you're about to throw a party. You'll want to design the invites, you'll want to know what to use to print them; you'll want something to show off to your friends, and you may even want to make yourself some themed garb. OK, we'll show you how. . .

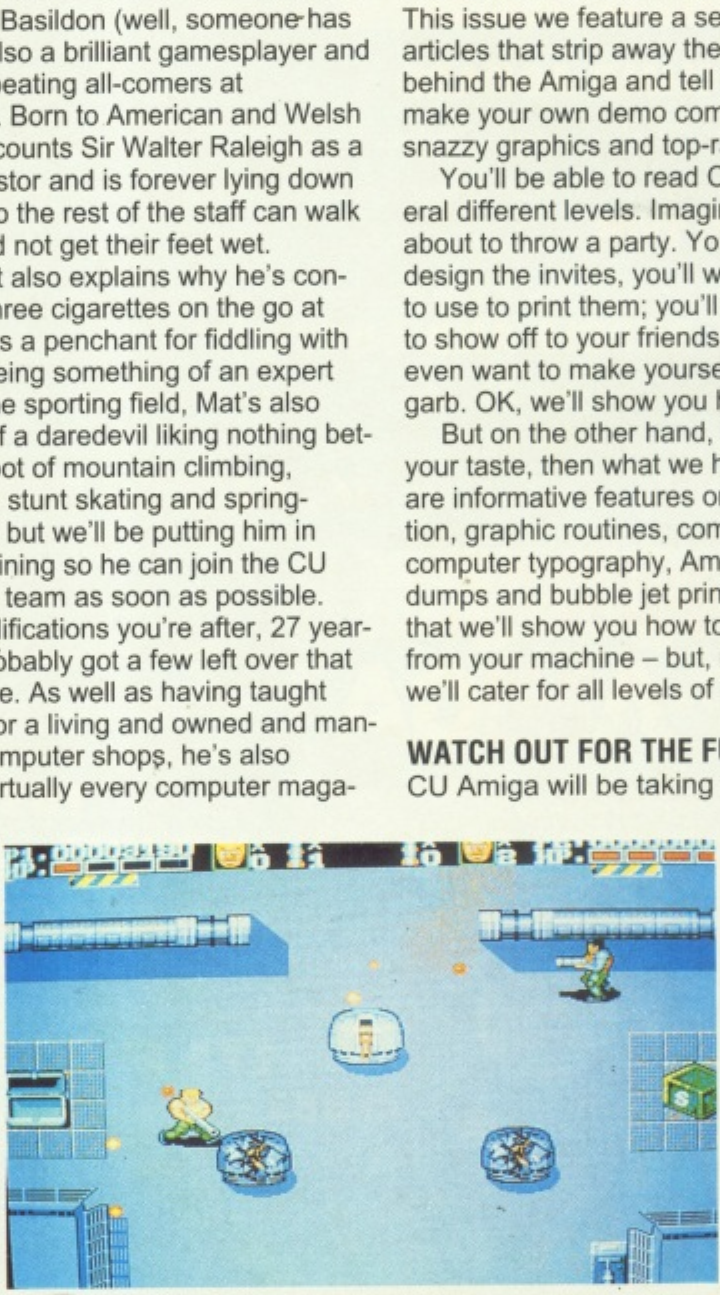
But on the other hand, if that's not to your taste, then what we have this issue are informative features on disk preparation, graphic routines, composition, computer typography, Amos BASIC, flexi dumps and bubble jet printers. We promise that we'll show you how to get the best from your machine – but, rest assured, we'll cater for all levels of ability.

WATCH OUT FOR THE FUN

CU Amiga will be taking a fun yet authoritative look at all things Amiga as only *we* can. We aim to be the The Complete Guide To The



1



2

Decked out in paper hats, coloured streamers and tasteful hawaiian shorts, the CU crew are in something of a party mood this month! Why not? This is the biggest issue of CU Amiga ever to hit the streets – a whopping great 180-pages on all things Amiga, two jam-packed disks stuffed full with complete games, playable demos and brill utilities and a 24-page Do-It-All Amiga supplement, all for only £2.95!

Amiga. Each 180-page giant will offer all you need to know to transform your games machine into a powerful home computer capable of stunning graphics, amazing sounds and whatever else we can cram into our pages.

Finally, our thanks to Adam Watts, Steve Chance and Lynton Trevithian for their consultations, tea and support during the planning of this issue.

DISK TUTORIALS

1 GRAVITY

What goes up must come down – and you'll never feel down playing this superb, mouse-driven game from Imageworks. There's masses of instructions in the CU Collection – and hours of playing time to be had. Guaranteed to get your synapses a-sizzling

CU COLLECTION – PAGE 48

2 DEATH DRAMA

Getting bored with all your old arcade games? Yes? Just as well we've included a really tasty playable demo of Core's latest blast 'em up, *Warzone*.

Fight your way through battle-packed screens of blood-thirsty mercenaries and kill-crazy terrorists! To load it, press the left mouse-button to turn the music off, then either press F1 or click on the F1 button using the mouse.

Warning If you don't turn the music off before attempting to load, *Warzone* will crash your computer.

CU COLLECTION – PAGE 48

3 ONE MEG SPECIAL

For those of you who own a 1 MEG machine, there's an extra full game called *The Cave Runner*. This fast and furious *Boulderdash*-style game has you racing around caves, avoiding boulders and monsters, bursting balloons, and collecting treasure. Almost worth buying a MEG for!

CU COLLECTION – PAGE 48

4 STARTUP UTILITIES

On the disk are a host of useful routines that you can use in your own startup sequence to give your demos that touch of class. Also included is *Utility Boot Maker*, a great program that lets you install your own virus protecting boot block. As an added bonus, the program also adds a controller program that lets you switch drives and memory off before your demos load.

STARTUP WITH STYLE – PAGE 33

5 FONT GIVEAWAY

We give you a large size poster font to use in your own artwork. Called Blacksh, it is a smart-looking 3D style font with a drop shadow effect.

TRICKS WITH TYPE - PAGE 36

6 MAKING SWEET MUSIC

Adding music to your demos can be a very time consuming business, so we've given you an easy to use music utility that follows in the tradition of *Soundtracker* and *Noisetracker*. *Protracker* features several new options, and will be the perfect tool to accompany our future music features. As an extra, we've also put *Noiseplayer* on the disk. *Noiseplayer* lets you add your tunes to any demos with a minimum of fuss. Two sample modules, Axel F and Space-Song, allow you to hear what tuneful results can be achieved.

MAKING TRACKS - PAGE 148

7 WOW, LOOK AT THE PRETTY LIGHTS MOM

For all you budding DJs out there, you'll find a truly awesome lightshow program on the disk. Load it up and then sit back as your senses are blasted into oblivion by the swirling, flashing panorama of colours!

DISCO LIGHTSHOW - PAGE 175

OI, WHERE'S MY UTILITIES!?

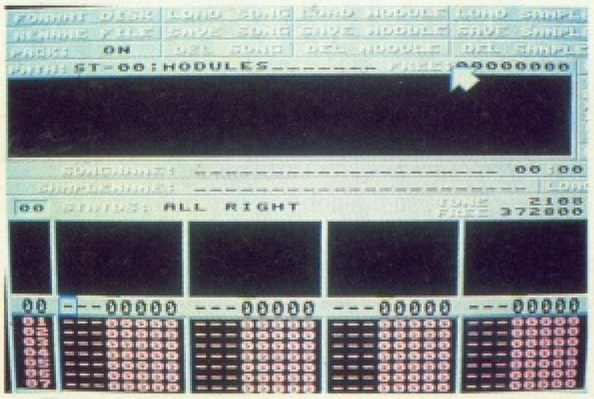
The more observant of you will doubtless notice that there are only five menu options on the disk, although it is in fact crammed full of razzy routines and nifty utilities. To access the other bits, which are hidden in various directories, you'll have to read the associated features...

4

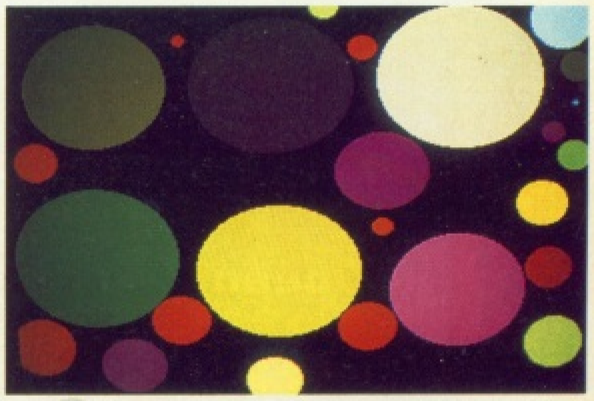




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BUZZ

Aliens III set for Crimbo release... Tank Girl heads for the Amiga... Fred Fish collection makes its CDTV debut... World's first holographic coin-op hits the arcades... Mindscape in Miracle signing... Ocean Hook a winner...

HOLOGRAM GAMES

First there was R360, the machine that turns you upside-down while you're playing *G-Loc*. Quite an interesting sensation! Then there was the launch of W Industries' Virtual Reality Coin-op – which turns playing a simple vid into another level of experience entirely. And now Sega has come up with yet another whizz-bang idea that will have all the techno-freaks reaching for the incontinence pads – holographic video games!

What Sega has done is produce a game with animated holograms, where the images are of real actors playing out an adventure! The first game using this stunning technology is called *Time Traveller* and should be in the arcades later this Summer.

In *Time Traveller*, you play the part of a Cowboy, who has to save the girl from another time zone, etc, etc. The gameplay seems to be more like the sort found in *Dragon's Lair* (where your joystick movements trigger set animations) rather than being 100% interactive, but there's no denying that the results look and sound staggeringly impressive.



ALIENATED

The rights to the only film capable of rivalling Arnie's Terminator 2 have been snapped up by Mirrorsoft. Aliens 3 is set to smash box office records when it's released later this year, as Ripley and co do battle with the Aliens for what the producers are saying is the last time.

Information is sketchy as to what form the game will take, but the conversion will be handled by Probe who claim it will be completely original.

The film is set on a planet inhabited by monks, played by Brit actors unknown in the States, such as Charles Dance and Paul McGann. Owing to her dislike of weapons, Sigourney Weaver's contract states that she's not to use any guns, so the good guys are armed only with knives and clubs.



TRIGGER-MORTIS

First of this month's new *OP-Wolf* games is *Steel Gunner* from Virgin. Unlike Ocean's *Space Gun*, this will be set in various down-to-earth war zones.

Although it's only in a very early production state, its programmers are aiming to incorporate different types of scrolling for each level. This means it will probably have vehicle-based sections not dissimilar to USG's *Line Of Fire*, released earlier this year.

EN-LIGHT-ENING

Trojan have come up with a neat alternative to the the humble Amiga mouse. They're claiming their new lightpen is compatible with more than just art packages.

Because the pen has two buttons it can operate the same way as a mouse. This means it can be used with games such as *Battle Chess* and *Bard'sTale 3*. The pen comes complete with an art package, although it can be used with the *D-Paint* series.

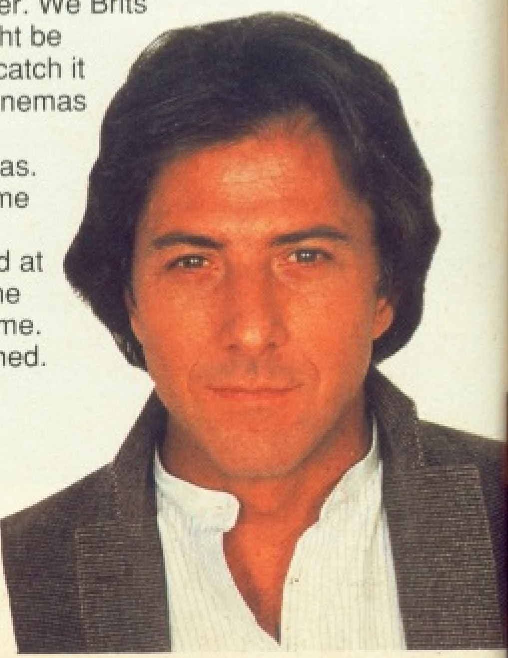
Retailing at £39.99, the pen should be available by the end of July.

HOOKED ON SPIELBERG

Steven Spielberg's next blockbuster, Captain Hook, is destined for computer game fame courtesy of software giants Ocean.

The film will be a showbizz, made-for-money version of Peter Pan, featuring Dustin Hoffman playing Captain Hook, Robin Williams as Peter Pan, Julia Roberts as Tinkerbell and Bob Hoskins as Pirate Smee.

With its $100,000,000 budget, Captain Hook is destined to be one of the most expensive films ever. We Brits just might be able to catch it in our cinemas near Christmas. The game will be released at about the same time. Stay tuned.



CHOCAHOLIC

Gremlin are hard at work on the ultimate sickly game, whose star is a typically cute character with a mouthful of sweet teeth.

The object of the as-yet-untitled game is to run round vertically scrolling levels collecting chocolate buttons, avoiding traps and solving puzzles. At the moment the main character is a pink-bodied, spindly-legged, green-haired creation with an amazing jumping ability. Each stage will have its own set of traps, and hidden objects, lifts, moving blocks, and sticky walls where the creature can jump out of the way of slavering monsters.

The game is currently undergoing a series of gameplay adjustments before more levels are added, so look out for a preview in a future issue.



SOUNDS COOL

Brooklyn-based Beta Unlimited have unveiled what they claim to be the ultimate Amiga sound sampler. *Audiolink* can supposedly replay 16 bit stereo sound while being economical with memory.

The package contains sampling and editing software, an analogue stereo to digital converter, interface card and special effects box. *Audiolink* can reputedly sample at an incredible 48Khz stereo and 96Khz in mono. As yet it's only a prototype, and no price or release date is fixed.



Meanwhile, Yamaha has launched the *QY10*. The size of a videotape, it contains a multi-timbral synthesizer, eight-track sequencer, drum machine, composer and mini-keyboard, all for £249.

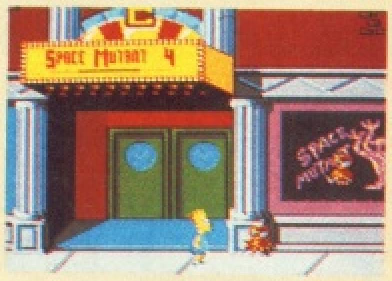
The eight song memories are programmed by entering a series of chords in step-time or real-time, then choosing from the 99 programmable and preset drum/bass/chord accompaniment patterns, which include everything from rock'n'roll to salsa, with plenty of funky drum breaks.

Melodies of up to 600 notes are also entered in step-time or real-time, using PCM-sampled instrument sounds including pianos, strings, basses, synths, guitars, and 26 punchy drums. Battery or mains power, line and headphone outputs make the *QY10* the complete portable composition package. Its MIDI facilities let you use it as a sound expander under control of your Amiga, or as a musical "sketchbook" which can dump data into more sophisticated sequencers for further editing.



CHALLENGE GOLF The lastest entry into the lucrative golf market comes from On-Line Entertainment. *Challenge Golf* is set in Japan, Spain and America, and features 15 different clubs ranging from a 1 Wood to a 9 Iron as well as 72 holes. The game can be played at professional and amateur levels and features a handicapping system so you can attempt to play at the same level as the pros.



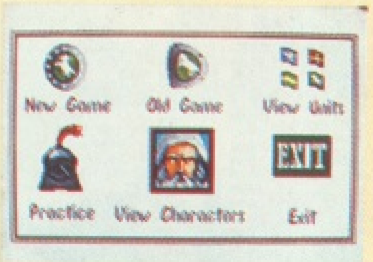


THE SIMPSONS Preliminary screenshots of Ocean's version of The Simpsons indicate that it's going to be a conversion of the chart topping Nintendo cartridge.

Space aliens have landed and only Bart Simpson stands between them and world domination. Don't have a cow man but I think we're in deep, deep trouble. Meet Bart and family on your Amiga this Christmas.

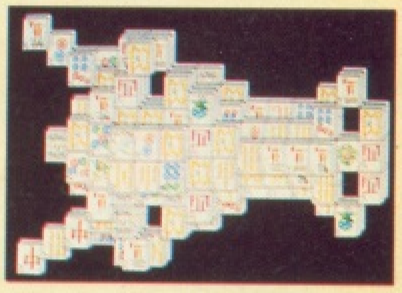
HEART OF CHINA Set in the fabulous 30s, *Heart Of China* is a typical Sierra romp, with the player stepping into the quivering shoes of one Jake Masters – Lucky Jake to his chums. Jake has been roped in to rescue the kidnapped daughter of a rich American investor. The girly has been snatched away to war-torn Japan, so to combat the odds Jake enlists the help of a ninja master who'll help him pass certain tests and puzzles. It'll be out later this year.

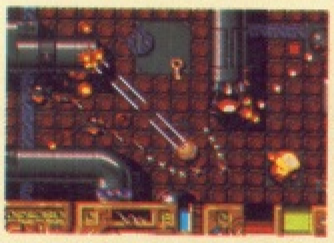




RIDERS OF ROHAN Mirrorsoft have become the third software house to produce a game based around J R R Tolkien's Middle Earth novels. *Riders Of Rohan* is the first in a series of games based on Tolkien's books which will be programmed by Australian based Beam Software, who, by a staggering coincidence, hold the official licensing rights for the Lord Of the Rings trilogy.

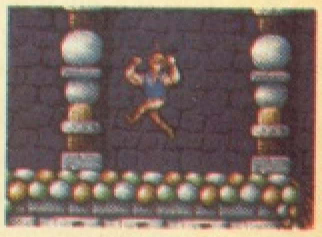
SHANGHAI II Activision are updating their awarding winning Shanghai, four years after it was first released. *Shaghai 2: Dragon's Eye* has all new tile layouts, animation, sampled sound effects, plus *Dragon's Eye*, a completely new game. The layouts are now based on the Chinese calendar, with tiles stacked in the shape of a Rabbit, Snake, Ox and all the other animals the Chinese worship before eating.



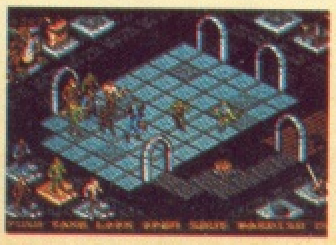


ARGONAUT A game of exploration spanning six eight-way-scrolling stages, *Argonaut* involves the collection of a series of artifacts. To retrieve these objects, the player must collect a pass which, in turn, allows him to gain access to the aforementioned levels. Extra weaponry and enhancements can be collected along the way. *Argonaut*'s due for release in eight weeks and we'll be reviewing it next issue.

GHOST BATTLE It's Halloween and the ghosts are feeling frisky, so much in fact that they've gone and kidnapped your girly. There's only one thing to do, and that's brave the legions of the undead who are holding her hostage. *Ghost Battle*, from Thalion, is the first game from new development team, Interactive Design, and will be in the softshops next month.



LEGEND
From the creators of *Bloodwych* comes *Legend*, a multi-stage FRP. Set on a dank, sad world dominated by the force of ultimate evil, only one hero can free the planet and reach the status of legend. The game will feature animated 2D screens and isometric 3D dungeons, and a fully interactive environment. *Legend* should be creeping in to the shops later this year.



BUZZ

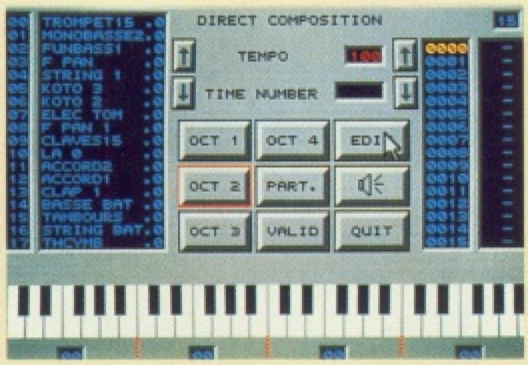
FALCON MK3

The follow-up to SpectrumHolobyte's ground-breaking flight sim, *Falcon*, looks set to land early next year.

Currently doing the rounds on the PC, *Falcon 3.0* features 270,000 square miles of game area, a training school and a campaign mode where the pilot commands a wing of sixteen fighters.

The most talked about feature is the flight model, which has been taken from actual low cost military trainers. This takes into account variables like lift and drag co-efficients and G-forces. The PC version is due for a summer release with the Amiga version going into production a short time after.





MUSIC, MAESTRO

The European Computer Trade Show saw the unveiling of a package designed to revolutionise the Amiga as a sound machine.

Music Master from Ubi-Soft boasts features such as a 60% compression of samples, on screen editing and composition, Midi compatibility, a sound preset sound bank containing a hundred samples, ten tunes and full stereo compatibility. Surprisingly, all this can be crammed into an unexpanded Amiga, although some features will work better with extra memory.

Another feature will allow effects such as reverb and vibrato to be added to samples. *Music Master* will be available from June priced at £34.99

GOING FOR GOLD

It's rumoured that US Gold are going to produce a sports game to tie in with the 1992 Olympics. No details are available at present but a rash of sports games is expected before the games kick off next summer.

Previous USG sports sims include the excellent *Summer* and *Winter Games*, *World Games* and *California Games*, all of which were programmed by US based Epyx.

GUN-HO

Ocean are set to cash in on the resurgence of *Op-Wolf* style shoot 'em ups with *Space Gun*, a futuristic massacre game which borrows more than a bit from Aliens.

The game's plot is simple. One or two soldiers, armed with stupidly big pump action rifles, are pitted against several thousand slavering xenomorphs. Add to that eggs which hatch into face huggers and you've got a game which sounds suspiciously like a James Cameron film.

Images, the team behind *Beast Busters*, is rumoured to be producing the Amiga version. Look out for an In Development in a future issue.





SONIC BOOM RODENT

In a bid to bring cash-cow Japanese software to the UK computers, US Gold have picked up the licence for Sega's latest creation, *Sonic The Hedgehog*.

***Sonic* is Sega's challenge to the monopoly that Nintendo hold over the console market with the *Super Mario* series. The game's hero, as you might have guessed, is a hedgehog who makes The Flash look like a paraplegic. He has to travel through a series of scrolling worlds collecting rings, avoiding traps, solving puzzles and impaling bad guys on his cast iron spikes. No details of the conversion are available yet and, as the console version isn't ready until autumn, *Sonic*, on the Amiga, looks to be a good year away.**

BUZZ

RANDY DEVIL

Elite have tied-up two new licences from coin-op giants Data East. The first is *Edward Randy*, a square jawed beat 'em up set in the thirties with a hero capable of out-daring Dick Barton. With the coin-op only just making its debut, *Edward Randy* has been scheduled for an early '92 release.

Before that is *Caveman Ninja*, a cross between the Rachael Welch flick, 1,000,000 BC, and Enter the Dragon. Eldritch the Cat, the brains behind *Ninja 3* and *Projectile,* will be responsible for the Amiga version of *Caveman* due out for Crimbo.





KEEP ON RUNNING

Elite have grabbed the rights to a game which has to go down as one of the toughest conversion to date.

***Winning Run 2* is one of the fastest car racing games ever. The coin-op version made producers Namco a hell of a lot of cash as it created addicts all over America and Europe. Apart from its noted speed, it also featured large, well-defined graphics, and some of the loudest sound effects ever to grace the arcades.**

Elite are also working on a conversion of Tecmo's highly praised *World Cup 90*, which they intend to rename and release in time for next year's European Championships.

TANK GIRL

Lager drinking, ultra-aggressive comic anti-heroine, Tank Girl, is set to make her computer game debut.

Although no-one has yet admitted to signing up the tearaway comic star, the word from the horse's mouth is that a leading softco has definitely signed a check and exchanged contracts. The betting is that *TG* is being produced by a company with experience in comic book conversions.

Created by cult artist Jamie Hewlett, Tank Girl made her first regular appearances in CU, starring on covers and T-shirts. She even managed to work her way into subscription ads!



SINGLE IMAGE

Top software developers, Images, are set to voyage solo into the hazardous realm of original game design.

Their first batch of games are already well in production. There's *Gloop*, a sub-aqua platform game, *Dino Ball,* which, it is claimed, is like *Speedball* with cavemen, and *Monkey Business*, a platform game inspired by *Toki*. Three other products are currently at the story board stage, although these might be delayed until a backer for the company is found.

Images are currently looking for a distributor, with US Gold heading their hit list. Meanwhile, they're rumoured to be working on a number of exciting licences scheduled for Crimble release.

DROP OUT

After a year in hiding, *Gravity* maestro, Ross Goodley, returns with *Drop Soldier*, an explosive strategy cum RPG on Mirrorsoft's Image Works label.

The Drop Soldier can go it alone on a mission or command a platoon, issuing orders and planning the attacks. Up to sixteen Amigas can be linked together via modem or RS232, so 'the lads' can go kick ass as a team.

Missions range from delivering objects to destroying enemy bases. Drop Soldiers come equipped with power suits which enable them to jump and run faster than conventional squaddies. Loads of extra weapons will also play a major part in the game.

Though still to be confirmed, Drop Soldier has been pencilled in as a Christmas release.




METAL MUTANT
Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod 7. A miracle of future bio-technological science, Mutant can transform at any stage into three different robotic forms. Mutant has a huge range of different combat moves as he fights his way across Kronox. He fights not just tooth and claw but tooth, claw, missiles, rope, shield, whip, torpedo, battle computer and remote flying droid.
Metal Mutant is a science fiction exploration and combat epic featuring over 160 fully-bitmapped screens, 24 different combat moves, intriguing puzzles and more than 40 different enemies plus end of level guardians.
AMIGA · ST · PC
Silmarils
© 1991 Silmarils
MARKETED BY
PALACE SOFTWARE

BUZZ

IT'S A MIRACLE

If you've ever wanted to play piano like Clayderman, Horowitz or Barry Manilow (?) you could get your chance soon. Software Toolworks have announced the launch of their unique piano tutor, *Miracle*, on the Amiga.

The basic *Miracle* package comes with software, books, keyboard, headphones and a soundbank containing over a hundred different instruments. The tutorial packages uses artificial intelligence to gauge at what level to teach the pupil, then points out any problems with their playing and how they could improve. A children's mode transforms the traditional notation into a game to make learning as fun as possible for the younger pianists.

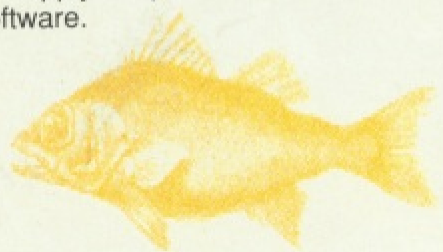
Work is underway on similar packages which will include different types of instruments. Mindscape have snapped up the rights to *Miracle* for the UK.



A FISHY TALE

Fred Fish, the Amiga world's number one utility supplier, has taken his first guppy strokes into the CD age. American based Hypermedia Concepts have compiled a CD containing every Fred Fish utility to date. The package is designed to run with standard Amigas with CD-Rom drives, however a keyboard and extra memory are needed to run it on the CD-TV.

Updates are going to be available every four months priced at £18, or a one-off payment guarantees a regular supply of up-to-the-minute software.



WHOOPS UP!

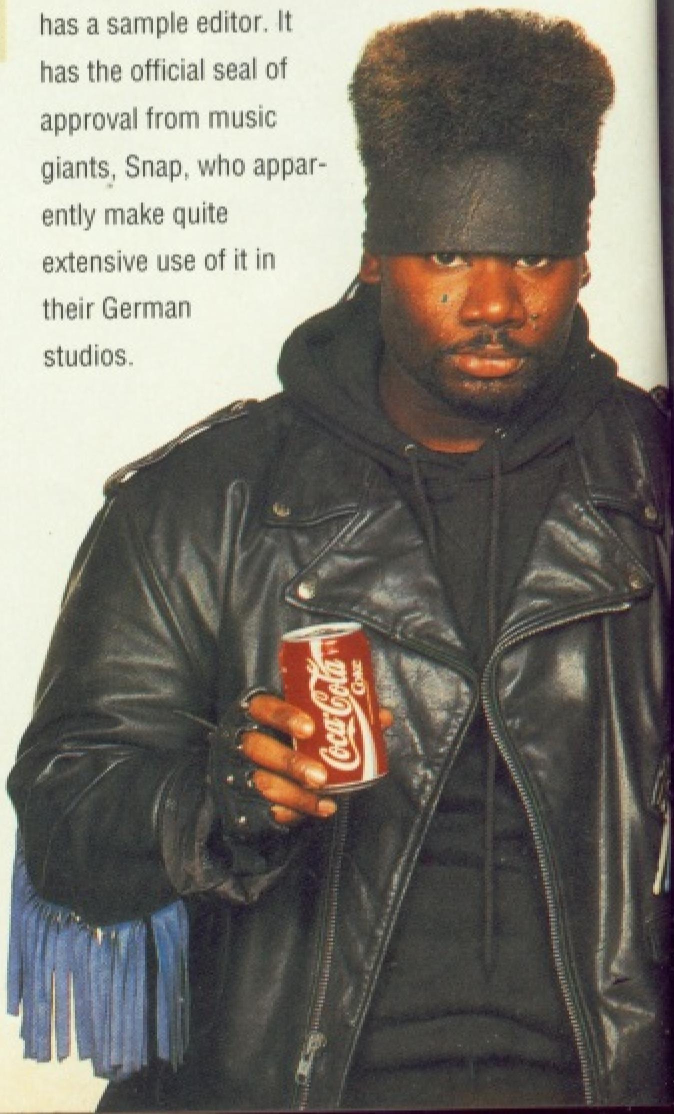
And lo, it came to pass that last issue's demo of the month bears more than a 'passing' resemblance to Mirrorsoft's classic game, *Dungeon Master*.

CU would like to make it clear that it in no way condones this sort of thing and that Mirrorsoft's *Dungeon Master* is far superior to its Public Domain imitation.

SNAP TO IT

Demonware are out to bang notes with Ubi-Soft's *Music Master*. They reckon they've got the ultimate music package with the follow-up to their highly-rated *TFMX*.

TFMX 2 will feature an 8 track sequencer, score editor with playback and a synthesizer. It's also compatible with most samplers and has a sample editor. It has the official seal of approval from music giants, Snap, who apparently make quite extensive use of it in their German studios.

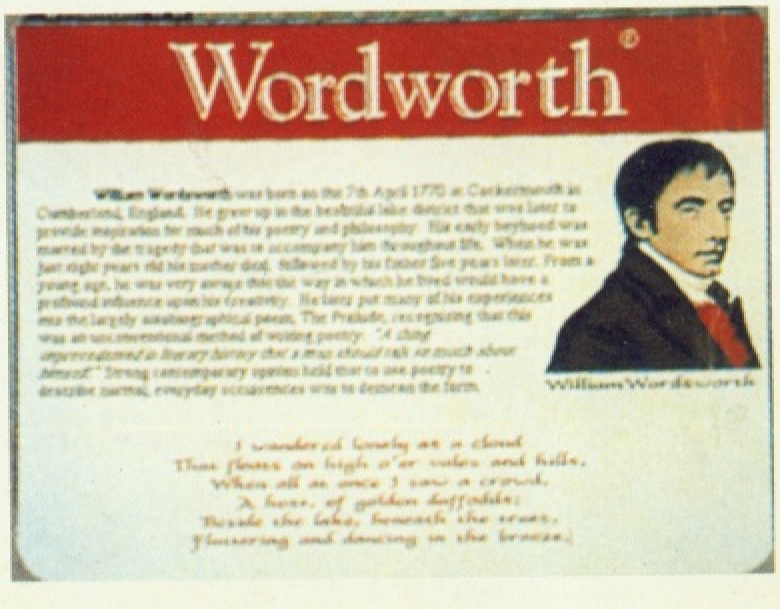


WORDWORTH

Digita are touting their next word processor as the ultimate Amiga writing package. *Wordworth* is designed to be as comprehensive as possible. Not only will it read your text back to you, allow you to import graphics and open 100 documents at any one time, but it also comes with a 110,000 word dictionary, a 30,000 word Thesaurus (with 140,000 cross references) and a 26,000 word Merriam and Websters medical and legal supplement.

It will also use a Macintosh–style point and click system, were a double click on the mouse highlights one word and a treble click selects a line.

Wordworth will retail for £129.00 and should be on sale next month.





AMERICA'S TOP SECRET WEAPON
Super-charged super-fighters who risk all defending America against the world's deadliest forces.
A combat unit of indomitable strength and courage.
A rescue team of unparalleled skill and daring.
THE BEST OF THE BEST
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A non-stop, action-packed arcade style thriller based on the heroic missions of the world's most elite, superbly trained commando unit... the U.S. NAVY SEALS.
You have a number of perilous missions to complete. Out-manoeuver the enemy, destroy hostile missile sites and rescue the hostages.
You begin with the briefing you may end with a victory.. it's the middle ground that hurts!
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TEL: 061 832 6633
FAX: 061 834 0650
ORION PICTURES CORP.
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UP front..



6



7



10

8



1

1 Rat-a-tat-tat, attack those rats with this wire less gun called the Phaser. Although it looks like a gift that comes in a bundle, it has its very own software with which you blast flying birds straight into casserole land. Altogether now, present arms, take aim. . . FIRE!!!!

2 No, it's not a some bizzare torture device sold to South American death squads. This little number is actually a joystick speciically designed for flight sims. Clamp it onto your desk for extra rigidity and wiggle those pole-like metallic grips.

3 Make life easy for yourself with the Boot Selector. This enables you to boot from DFO or DF1. A necessary item for hi-tech computer whizz kids. From Amiga Direct, 4 Whitton Road, Middx, TW1 1BY, Tel No: 081 891 6704

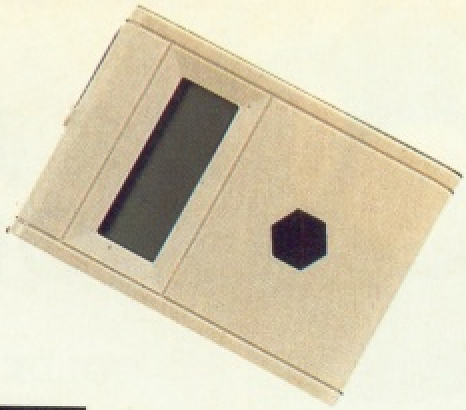
4 Keep the glint of youth alive in your computer with the Mini Vac. Ideal for getting into all those nooks and crannies. Will keep the equipment free from being clogged by dust. From Misco, Free Post Wellingborough, North Hants, NN8 3BR £8.95

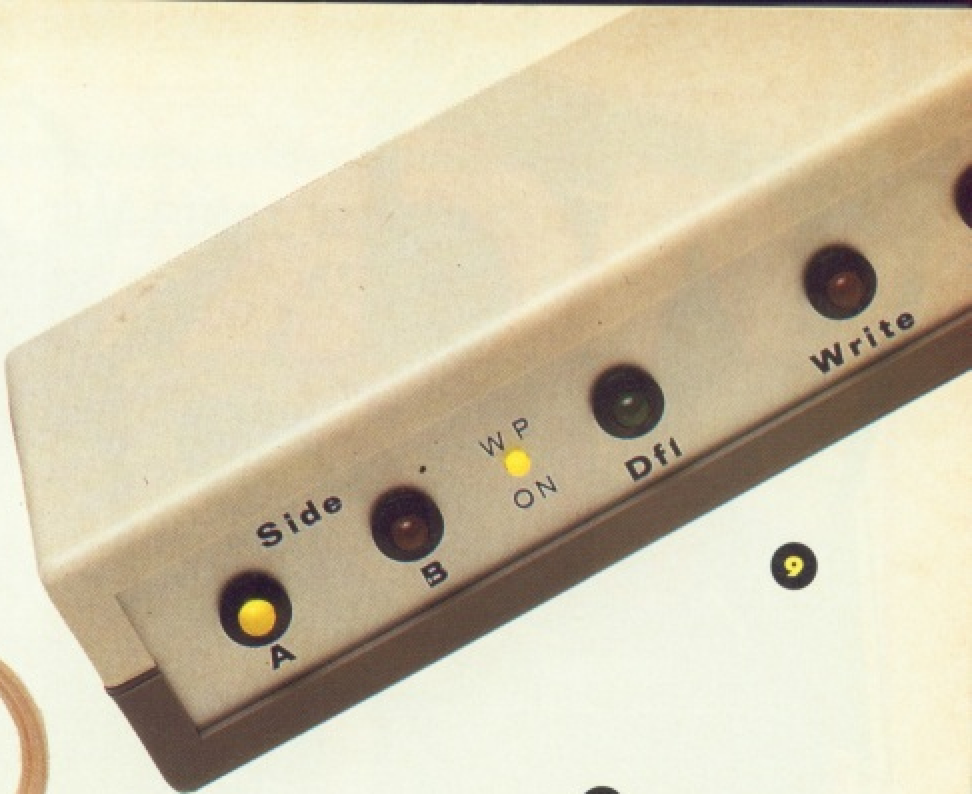
5 Printer too heavy to carry? Then try the Printapen, which- makes the fountain pen a positive museum item. £350 (£50 off with coupon), from Oyster Terminals, Fair Oak House, Chruch Road, Newport Gwent, NP97EJ, 0633 214147, £350.00

6 Improving the sound quality of your computer also improves the quality of gameplay. Really immerse yourself in fave games and savour the rich tones of the Sound Blaster stereo speaker kit. Available from Data Base Direct, Ellesmere Port, South Wirral, L65 3EB, Tel No: 051 357 2961 £44.99

7 Stake your claim in future of warfare. The first 300 who send our cut-out coupon to Psygnosis will win a free playable demo of Armour-Gedden. Pop the coupon in an envelope marked 'CU

11





9

Amour-geddon offer' to: Nick Wilde, Psygnosis, South Harrington Buildings, Softon St, Liverpool L3 4BQ.

8 Wot, no wires? Activate your Amiga with this simple point-click-and-beam infra-red mouse from Misco Computer Supplies Ltd, Faraday Close, Wellingborough, Northants NN8 3XH.

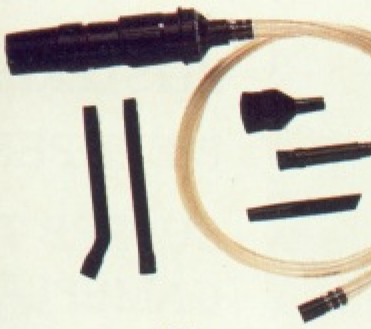
9 Zapp those nasty virii with this plug-in killer from Digital Applications (reviewed this issue). £34.95 but £5 off with our money off coupon. From Digital Applications, 118 Middle Crockerford, Basildon Essex.

10 The Delta 3A Joystick will have you zooming in on targets like Sure Shot Annie Oakley. Gain in confidence and skill with this impressive machine. From Voltmace, Unit 9, Bondor Business Centre, London Road, Baldock, Herts, SG7 6HM, Tel No: 0462 894410 £14.95

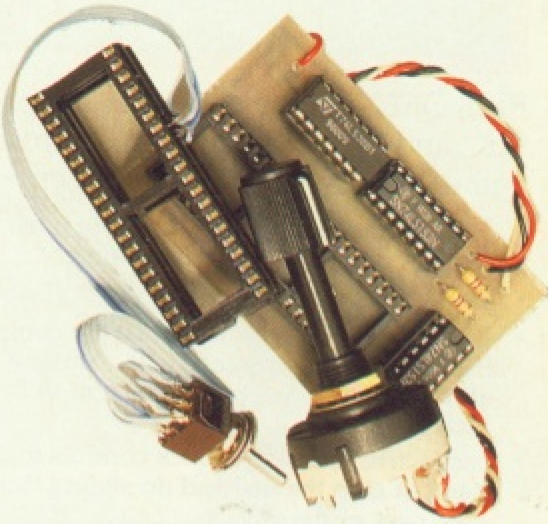
11 Feeling sparky or wired is one thing, but problem static electricity can be lethal, especially for those sensitive micro-components. Eradicate this with Static Clear, the anti-static device. Will do for you what Frankenstein did for electricity. From Misco at £19.95.

12 Another blow for dirt 'n' grime, or suck to be precise. This little mini vac claims to be the scourge of all that dead skin blocking up your keyboard. Complete with a variety of extenders, the product's from Mabbot & Griffin, 9 High Street, Penrhyndeudraeth, Gwynedd, LL48 6BN.

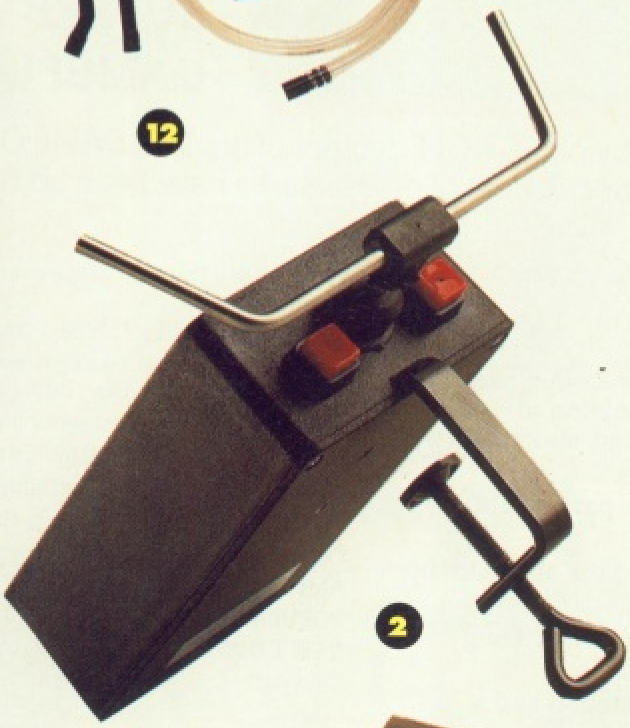
13 And there's 300 free copies of a one meg rolling demo of US Gold's superb Lucasfilm adventure, The Secret of Monkey Island. Send your coupon in an envelope marked 'CU Monkey Island Offer' to Danielle Woodyatt, US Gold, Units 2 & 3, Holford Way, Birmingham B6 7AX.



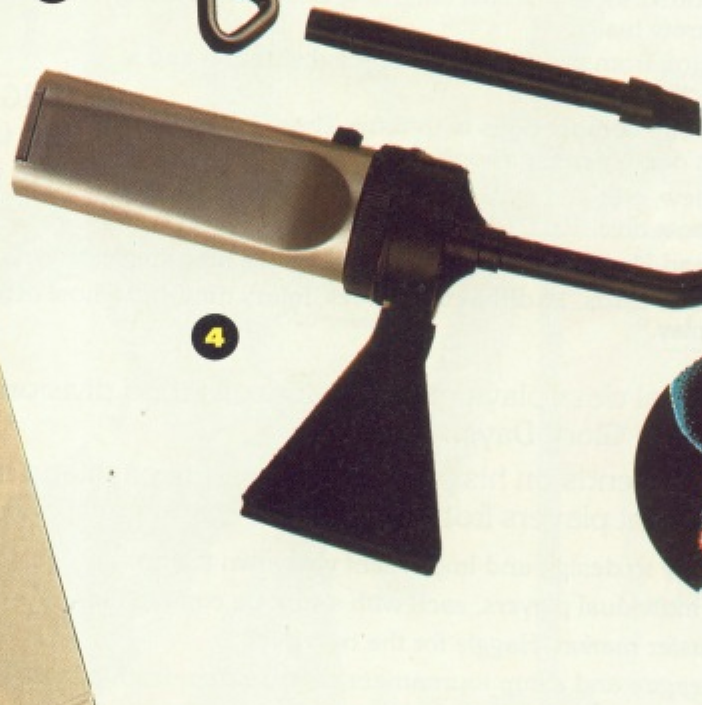
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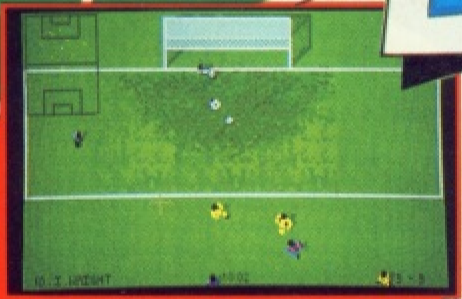
KICK OFF 2

A NEW DI
SOCCER S

-GOLDEN JOYSTICK-

GAME OF THE YEAR

1 9 9 1





Amiga Screen Shots

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

* **Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.**
* **1 to 4 players option. (Amiga and ST only)**
* **2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)**
* **Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.**
* **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
* **9 types of corner kicks with full control of shot power. Long and short throw ins.**
* **Team selection from a squad of 16 with substitution and a choice of tactics.**
* **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
* **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
* **Facility to load Player Manager teams and tactics for a single or league game.**
* **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.



AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple **-Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

* **Unique facility to design and implement your own tactics.**
* **Over 1000 individual players, each with a unique combination of attributes and skills.**
* **A lively transfer market. Haggle for the best deal.**
* **4 division league and a cup tournament with sudden death penalty shoot out.**

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

AMIGA - ST £19.99

MENSION IN SIMULATIONS

THE FINAL WHISTLE

Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Icy - Muddy - Non-League

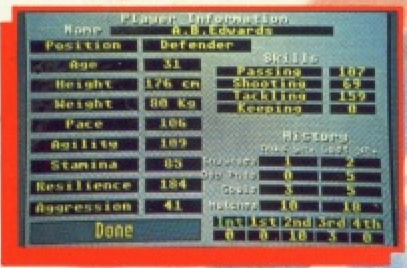
And Lot's More

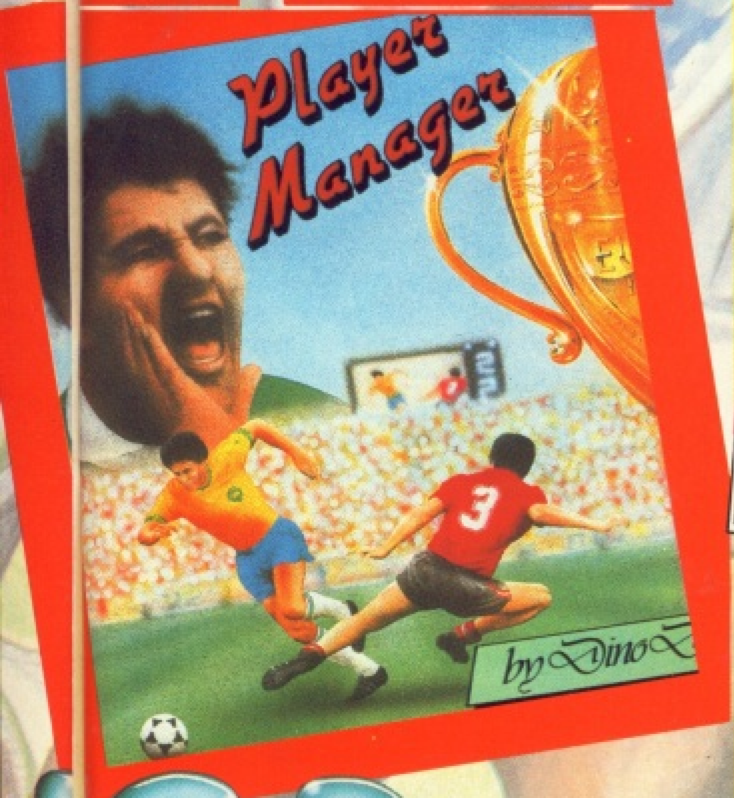
WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.









Draft specifications. Subject to changes without notice

NCO

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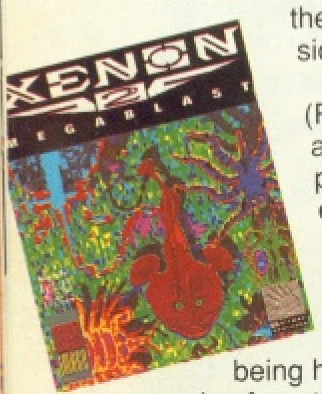


SONIC ECSTASY



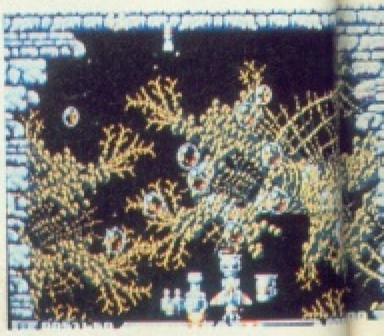
Games with 3D-sound? Rik Haynes turns the speakers up to max volume and gets ready to megablast...

Are you tired of those boring white noise explosions heard in most video games these days? Well, prepare your ears for a severe shock! Stereo sound finally being dragged into the nineties. Three dimensional noise has arrived.



Roland Sound Space (RSS) gives sounds depth and direction, and is completely compatible with existing stereo speakers. In technical terms, RSS eliminates the cross-talk which prevents the full depth of stereo signals being heard. You can have drums coming from the left-hand side of the room, guitar on the right, bass somewhere in the middle and keyboards overhead. By making one sound slightly duller than the others, you can fool the listeners ears and brains into automatically believing this sound is coming from behind them. These neat effects are put onto music at the mixing stage. You just feed your ordinary music through a box of tricks made by Roland UK and heypresto, you've got 3D-sound. I can't wait for the first Muzak application!

Inspired by a new technical toy to play with, sampling wizkid Tim Simenon of Bomb the Bass used RSS on his new album. Not to be left behind, the Bitmap Brothers have employed the technique in their first CDTV title, a laser-guided update of the award-winning *Xenon II*. This craze has now filtered out to the general CDTV development community. Publishers can simply hire some kit for the day from Roland and go into the studio.



Xenon II was the perfect choice to be the premier RSS game as sound was such a major plus point in the original Amiga version. Using their connection with Rhythm King Records, the Bitmap Brothers managed to persuade Bomb the Bass to go back into the studio and record special remixes for the CDTV adaption. Each new meltdown mix lasts between five to seven minutes. And that's not all. Other audio treats to be featured in this all-new Megablast include snatches of music from Betty Boo and S-Express, digitised speech throughout the product and even

WORLD IN MOTION

To help compete with rival CD-based platforms, developers working for Commodore in the States have produced a software solution to display digitised video on a standard CDTV. The so-called CDXL can display third-screen full motion video at a rate of 15 frames per second. This software algorithm has now been made available to encyclopaedia and education software developers like Xiphias and Discis. Further enhancements to the CDXL code are already under way.

Commodore has confirmed an add-on CD-ROM drive for existing A500 owners, effectively turning the Amiga into a CDTV, will be launched in September for around £300!

better spot effects. This is made possible by the fact that the soundtracks are pulled directly off the compact disc, so the Bitmap Brothers can devote the four internal sound-channels and over 512K of RAM to just producing cool sound FX.

Making sure they don't make any mistakes, publisher Imageworks has also drafted in the original programmer Martin Day, to oversee a smooth conversion to CDTV.

Sadly, the actual game itself won't be any bigger or better. Instead, players will get special multimedia presentations of how to play the game, and 'features' on The Bitmap Brothers and Rhythm King Records. These audio-visual sequences will introduce you to each weapon system, alien spacecraft and so forth. You may also get a few hints and tips. User-friendly appears to be the name of this game. And why not?

Although the CDTV version of *Xenon II* is only the Bitmap Brothers' tentative steps into multimedia, they seem to be well and truly hooked. This highly regarded software developer is in a good position to go fully multimedia, thanks to the back-up resources of various music and film studios worked by parent company Rhythm King Records. Spokesperson Eric Matthews confirmed that they're interested in producing something that is specific to the CD-ROM medium. CDTV has an advantage over other formats because the Bitmap Brothers know the Amiga inside out. It's still too early to talk about ideas in detail, sound will again play a large part in the product. Matthews is most enthusiastic about the possibilities of CD-based games, but wants to start the next project from scratch. A CDTV adaption of *Speedball* therefore looks unlikely.

CDTV ARRIVES!

After months of waiting, you should finally be able to walk into your local retailer and buy a CDTV. The world's first interactive multimedia machine for the consumer will cost you a whacking £599.99 (inc VAT). Linked to a normal TV set and hi-fi system, the CDTV can display a combination of colour pictures, text, graphics, animation, video, voice and stereo music.





At last the CDTV is finally about to enter the shops.



Promoted as an educational tolle, there's no doubting that CDTV games will be brilliant.



A cosy look at CDTV's business uses.



These images and sounds are stored on special compact discs, but the CDTV can also play ordinary audio CD's – including the new compact disc plus graphics (CD+G) format. The massive 550 megabyte capacity of each compact disc means they can store around 250,000 pages of text or the equivalent of 700 floppy disks.

Just to make sure of you becoming a CDTV owner, Commodore is bundling three software titles with each player. With the 1991 CDTV edition of the Hutchinsons Encyclopaedia, you can hear the speeches of Neville Chamberlain before the outbreak of World War Two, see a volcano erupt or look-up the facts on Prime Minister John Major (great if you're suffering from insomnia). Even the most hyperactive child should be entertained by the 25,000 entries, 7,000 biographies, 2,000 pictures and 250 charts contained in this product. The Encyclopaedia is joined by a an Introduction title and the critically-acclaimed Lemmings from Psygnosis. The latter disc also contains an impressive demonstration of The Fractal Engine featured in the previous issue of CU Amiga.

Commodore has announced 25-30 titles are already available for the CDTV and that up to 250 developers in the USA, UK and Germany are currently working on more. Each title is priced in the region of £25-£30. The hardware and software should be available in up to 2,500 stores by Christmas. The firm expects to sell over 80,000 CDTV decks in the UK during the first year of release. Commodore is also talking to the high-street rental companies who are desperate to find a replacement for the ailing TV-hire business.

"CDTV opens up a whole new world in consumer electronics and will radically change the way people learn and are entertained at home," says Commodore Managing Director Steve Franklin.

Despite an enthusiastic reception from the likes of Dixons and the education establishment, voices of dissent can still be heard throughout the games industry. The cost of creating a decent quality CD-ROM product isn't cheap. Feeding the user with massive amounts of data, digital audio and full motion video can cost in excess of £250,000 per title.

Electronic Arts, publisher of *Populous* and *Powermonger*, has a typical response to the CDTV. "We are developers for it, but there's currently nothing in the pipeline," confirms spokesperson Simon Jeffery. "We're very much committed to the concept of producing CD-based software an we have a lot of projects going on. We're not totally convinced that CDTV is right at this time. The access times aren't fast enough for games. For home multimedia purposes it's an excellent machine. We want to see how it does."

Again, like many other games publishers, EA isn't completely negative about the CDTV. "There's a very good chance that we'll support it. We're looking at enhancing existing products and developing totally new projects."

NEXT MONTH...

We're taking an in-depth look at the CDTV and the first titles to hit the streets. We'll also be talking to more developers about their plans for the CDTV. Will they be using the motion video capabilities of CD-XL? There's only one way to find out why Snoopy has gone digital. Don't miss it!

BACKCHAT

L E T T E R O F T H E M O N T H

SOUND ADVICE

I would like to take this opportunity to comment on the quality of in-game sound and music, a subject which the majority of Amiga users feel very strongly about. In my opinion, and I am sure many others share the same view, game music and sound is not of a high enough standard considering the potential of the machine. Programmers seem to concentrate specifically on the machine's graphical capabilities which have, of course, greatly improved since 1987, yet have almost disregarded the audio qualities of software. It is a fact that good sound improves the playability of a game and also helps justify the the ludicrous £25-£30 price tag by enhancing the overall presentation. As an example, I recently purchased *Super Monaco GP*, of which the visual presentation was superb but the music and sound effects dreadful. The powerful Formula One car sounded more like a Robin Reliant, and this problem is also apparent in flight sims, with only *Interceptor* as an exception. The Bitmaps Brothers' games are a delight to listen to through the hi-fi, and *Speedball II* has a delightful score and excellent sound effects – why can't more games be like theirs?

So, on behalf of all Amiga users, I appeal to all involved in the software industry – improve game sound! There are many extremely talented musicians on the PD circuit waiting for an opportunity to add their contribution. And, with the Amiga now having 1MEG as standard, the potential is definitely there.

Richard W. Jackson. Mirfield.

Whilst I agree with your sentiments regarding in-game music in general, I must say that I don't think that it adds to the playability in any way. After all, games such as *Supercars II* and *Kick Off II* have neither astounding graphics or sound, yet are utterly addictive. The problem lies during the game's development. Obviously, graphics have to take some sort of priority, as awful looking games just don't sell. In addition, memory restrictions are the key reason for the lack of music in a lot of games, and massive blasters use up a hell of a lot of space just in graphics and data alone, leaving musicians with as little as 6K to play with – and the days when 1MEG is standard are, I'm afraid, still a little way off yet. I think that, on the whole, the standard of Amiga in-game music is getting better all the time, and will eventually be as polished as the graphics have become.

A MOVE IN THE RIGHT DIRECTION

I feel I must write in and congratulate you on your brave move towards the technical side of things. With so many games magazines available for the Amiga owner, yours has been the most informative and up-to-date of them all, whilst others feature child-like editorial or are greatly behind with news and previews. If you can keep up the good work and make your hardware and technical reviews and features as concise and entertaining as your game articles, then you will be on to a winner. As both a games player and an on/off would-be graphic artist, I will appreciate any additions on the world of paint packages and utilities. However, like many, I do hope that the games coverage won't be reduced to incorporate the many features you are proposing, although you do state that you will be expanding the length of the issue somewhat - truth or fiction? Anyway, I will be watching the next few issues in expectation of good things to come – don't let me down.

Paul Mullen, Canterbury.

As you read this, Paul, you've got the new issue in your hands and we hope that it doesn't come as a disappointment. Our aim in covering every aspect of the Amiga is already apparent and, no, we are not going to reduce the games coverage in any way – if anything, the extra space will allow us to expand it slightly. We've got lots of stuff in the pipeline, so keep reading, we won't let you down.

LEAGUE IT OUT!

I have some suggestions that I hope you will consider for future issues of CU Amiga. In another magazine, there is a league table system showing, in their opinion, the best games that they have ever reviewed. I think that CU would benefit from one, too, but that it should be expanded to include publisher details, prices and ratings received. It could then be updated monthly. The advantage of this, as well as displaying all the top Amiga games in one place, is that we readers would not have to go searching through all our back issues to find out how well a particular game scored. Also, I feel that your mag would benefit from a few more competitions, especially those along the lines of general knowledge.

Finally, a little bit of trivia for you. Did you know that the samurai image used on EA's *Budokan* advertisements was originally used in a Japanese World War II propaganda poster? Not a lot of people know that.

S.N. Hardy, Sheffield.

This is a difficult one. The only problem with a league system is that it doesn't allow for technical progressions. For instance, we review *Speedball III* and give it a humungous 98% praising it for its superb graphics and placing it at the top of the league. So, when the Bitmaps release *Speedball IV*, which features even better graphics, better sound and utterly addictive gameplay, and is twice as good as the third game in the series, do we give it 99 or 100% and place it above its predecessor or do we mark it lower allowing for time elapsed? After all, if it's better than the third game, it should be positioned higher. Also, if we do give it, say, 99%, what if a fifth or sixth even better version comes out, it's impossible to score over 100% and we don't give out 100% marks because no game is ever going to be perfect. A major flaw methinks. As for EA's oriental propaganda, well fancy that!

EMULATION PROBLEMS

I would like to know whether there is a piece of software or hardware for the Amiga that allows it to runs ST software. Also, is there a piece for the ST that allows it to run Amiga software? Please help as it would save me a fortune.

Gareth Parry, Tewsebury.

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

Pardon me for splitting hairs, but why exactly would you want an ST emulator? The Amiga's capabilities far exceed those of Atari's dinosaur, and you would basically be downgrading your machine. As far as I know, there is no such emulator, I'm afraid, and likewise the piece of hardware needed to reproduce the Amiga's capabilities on the ST would require most of the Amiga's chips, making it very expensive.

WHO IS THAT MASKED MAN?

Although I entered the *Predator II* competition to win one, I would be very grateful to find out where you got the Predator mask and gloves. I have a great interest in films and special effects in particular, and any information would be gratefully received.

Roger Watkins, Powys.

The masks are actually imported from the states, and can be bought directly from the company responsible via the hallowed pages of Fangoria magazine. Alternatively, Forbidden Planet in London actually keep them in stock, so they will probably be your best bet.

WE WANT DEMOS!

Thank you for producing an excellent magazine. I have been buying your mag since you started covering the Amiga and it has greatly improved since then. I do, however, have one complaint: the cover disk. Since you started including one you have used playable demos of up and coming games which I think is an excellent idea. In the last few issues, though, you have included full games which, to be honest, aren't particularly hot. Please return to using demos, as I think they are much more enjoyable than the games you give away.

Ahmad J. Al-Nusif, France.

As of next issue, we will be going back to giving away demos rather than full games. But, you have to admit, *Gravity* has probably got to be the best game ever given away on a cover disk – and coupled with *Warzone*, we cater for all tastes.

FABBY PD

I have only recently got into PD software, but I must say that your Demo section is the most in-depth look at what is going on – and some of the comments and captions are witty, too. However, I was wondering, please could you expand it so that it will cover the assorted utilities that are widely available. There are some really good utilities out there for next to nothing, and whilst I can understand that they don't look as impressive as the demos you cover, they are probably more important.

Kyle Robbins, Harrow.

You'll be pleased to notice that our very own Dan 'Cheap Cheap' Slingsby starts an excursion into the world of PD utilities this month. We have been planning to start the feature for quite a while, but were always let down by a lack of space, but from this issue on, Dan will be taking a look at the many sound, graphics and other utilities that he can lay his sweat little mitts on, along with special columns devoted to AMOS and the demos created with it.

BUDGET BONANZA

I must say that I really am impressed by the quality of games currently appearing on the budget scene. It was games like *Rocket Ranger* and *Silkworm* that first tempted me into upgrading my trusty C64 to an Amiga, and the timing of these re-releases couldn't have come at a better time for me. Also, I noticed Ocean have entered the scene, too, and I will be buying *Wizball* and *Arkanoid II* as soon as my bank account is suitably replenished! So, a big thanks to the likes of Mirrorsoft, Ocean, and Virgin, for releasing good games on the cheap rather than the usual crap I have come to expect for anything less than a tenner. And thanks for a brill VFM column, too!

Vincent Williams, Bury.

READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at Backchat

DANCER DEFENDED

I looked through the May issue and there was a review on *Shadow Dancer*, which is one of my favourite games. I was expecting it to come in the 'Screenstar Recommended' category, but it came in the 'Above Average With A Lot Of Room For Improvement' one instead. With so many characters and different weapons, *Shadow Dancer* did not deserve such a small rating. The graphics are excellent and the range of magic powers is brilliant. The end-of-level guardians are especially good, too. In all, I would give it the following marks:

GRAPHICS	95%
SOUND	75%
LASTABILITY	95%
PLAYABILITY	87%
OVERALL	92%

Anthony McCormack, Middlesbrough.

92%! That means that it is almost as playable as *Lemmings* and *Kick Off II* or as long-lasting as *Midwinter* or *Elite*! When looking at *Shadow Dancer* we knew it was an accurate conversion and featured a lot of weapons, but there were also too many niggling quirks – the dodgy sprite detection being the most obvious. After all, after battling through to the later levels only to be killed by a bullet that had already passed you, these gripes tend to become more apparent. So, I'm afraid we'll have to agree to disagree on this one, Anthony, but we're sending you a game for putting your point forward so well.

THE TOP FIVE

This month's reader's chart comes from Ian Glossop who hails from Cheam.

1. **Speedball II**
2. **Chuck Rock**
3. **Lemmings**
4. **SWIV**
5. **IK+ (Budget)**
6. **F-29 Retaliator**
7. **PGA Tour Golf**
8. **Kick Off II**
9. **Line Of Fire**
10. **Rocket Ranger (Budget)**

In development for over a year, *D-Paint IV* is nearly ready for release. Mat Broomfield was the first to take a look at the long-awaited sequel to the best-selling *D-Paint III* art package.

4 PLA

In 1989, the Amiga graphics world was collectively stunned by the release of *Deluxe Paint III*. It was the first art package that allowed you to easily create on-screen animations, which could then be saved for use in your own programs. It was also the first widely available package that enabled the user to take advantage of Extra Half Bright, a colour mode on the Amiga that lets you use 64 colours in your pictures.



Since then, there has been much speculation about what features *Deluxe Paint IV* would include. Now *Deluxe Paint IV* is a reality, and you're just in time for the world exclusive preview!!!

FIRST IMPRESSIONS

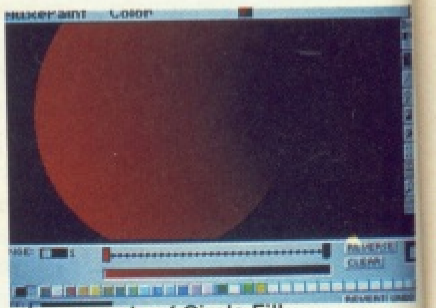
At first glance, *Deluxe Paint IV* appears much the same as its illustrious predecessor. The first sign that changes are afoot, comes when you select Screen Mode from the Screen Options menu. There, sitting quietly below the usual 2, 4, 8, 16, 32 and 64 colour buttons, is a larger one labelled HAM.

Once the HAM button has been selected, the full range of Amiga colours are available. That's 4096 colours, all on the screen at the same time!

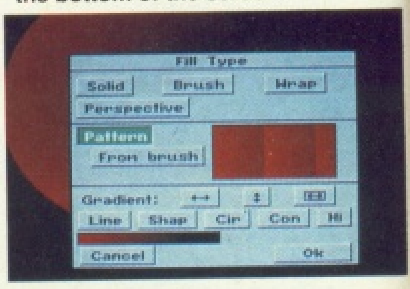
As I've already mentioned, *Deluxe Paint IV* features the same screen layout as *Deluxe Paint III*. There are still numerous drop-down menus which appear from the top of the screen when the right mouse button is pressed. The tool icons are still arrayed down the right hand side of the screen, and none of the icons have changed graphically. This is really good news because it means that users, who are familiar with earlier versions of *Deluxe Paint*, will instantly recognise and be able to use most of the drawing tools. *Deluxe Paint IV* begins to get interesting when you actually start to explore the many options associated with the menus and tools.

COLOURS GALORE

The palette is the obvious place to look for changes in an art package which has increased its number of available colours by a factor of sixty-four. Sure enough, opening the palette reveals the first of many significant improvements over its predecessors. The *Deluxe Paint IV* palette now features comprehensive options to allow the user complete control over the entire spectrum of Amiga colours. When the palette is selected, a window appears at the bottom of the screen. The colours are displayed in blocks of 128, and all of the colours can be individually, or collectively altered.



An example of Circle Fill. Note the new range menu at the bottom of the screen.

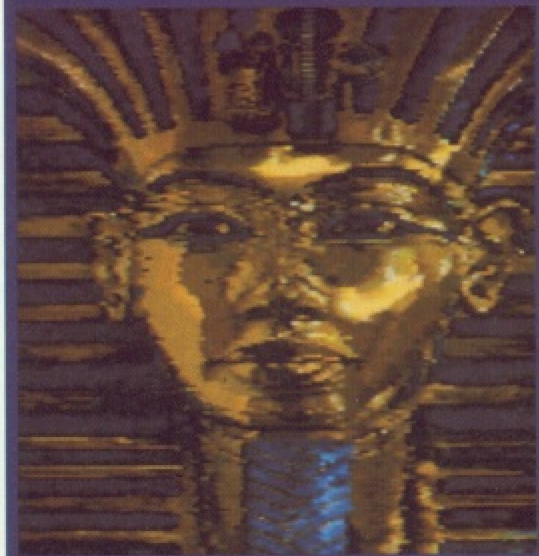


To create its full palette of 4096 colours, HAM mode specifies sixteen colours as base colours. It then calculates all of the other colours in relationship to those base colours, as opposed to having a fixed palette of 4096, which would require a lot more memory. One of the greatest advan-











tages of working in HAM mode is that you can change one of the colours in your palette and, providing it isn't a base colour, no colours on the screen will be affected. Users of non-HAM mode art packages will be familiar with the frustration that is caused when you change a colour in your palette without realising that colour was already in use. Return and you'll find that everything that used that colour had changed to the new one. That doesn't happen with HAM mode. Once a colour is placed on the screen, it stays there unless deliberately changed by the user.

FROM BLACK AND WHITE, TO TECHNICOLOUR, AND BACK AGAIN

Within the Process menu there are three new options, Colorize, Tint and Shade. They are all concerned with recolouring existing images. The differences between them are extremely subtle and are created by applying Boolean logic to the recolouring processes. By using these options, you can instantly create a wide range of effects ranging from moonlit nights and sepia toned photographs to scenes bathed in the amber glow of firelight.

FILLING THE SCREEN OUT NICELY

Once you've selected a satisfactory palette, you can begin to explore the other options hidden within *Deluxe Paint IV*. One of the nicest options that I discovered was tucked away in the Fill options window. When using other Amiga art packages, including *Deluxe Paint III*, if you wanted to fill a spherical object so that it appeared as if there was a single point light source, it wasn't possible without a great deal of messing around. If a single point of light were applied to a metal ball, it would give the impression that there was a single bright spot on the ball at the point nearest to the light source. The colour would then gradually fade away in concentric circles, becoming darker and darker the further away from the light source you moved.

Deluxe Paint IV now includes a fill option called Circle, which takes all the hard work out of drawing spherical objects with a single point light source. Now you simply define what colour you want the object to be, select Circle Fill, and click the cursor somewhere within the object to be filled. A line appears, which represents the direction and distance of the light source. You can move the line around the screen and, when you're happy with the positioning of the light source, a mouse click starts *Deluxe Paint IV* creating an accurate circular (radial) fill pattern. Another variation on this theme is called Contour. Using Contour Fill, objects are still filled using a radial fill pattern, but instead of using perfect circles of colour throughout the fill, *Deluxe Paint IV* creates bands of colour that fol-

4 PLAY

low the outlines of the shape being filled. This creates an effect that looks like the contour lines on a relief map.

RANGING THROUGH THE SPECTRUM

Another option that is associated with the various fill options, is Range. On *Deluxe Paint III* this was just a small sub-section of the main palette. Range allows you to specify the range of colours that *Deluxe Paint III* uses for dithered fill operations. One of the greatest restrictions of creating a range on *Deluxe Paint III* is the fact that you can only define a range between colours that were sequential on the palette.



Supposing you had a red, a green and a blue in your palette and you wanted to create a range of colours which graduated from red to green to blue. That was fine so long as they were arranged on your palette in that order; but if, say, the blue was before the green on your palette, you were stuck. You had two choices: rearrange your palette, which may not be convenient, or colour your picture in by hand, which could take vast amounts of time. *Deluxe Paint IV* has rectified that problem.

Now all Range operations have been consigned to their own sub-menu. When you select Range, a window similar to the palette window opens up at the bottom of the screen. In the top half of the window is a calibrated horizontal bar that represents the current range that you are working on. Beside that is a switch that allows you to flip through the other seven ranges that can be set. Beneath the range bar is

METAMORPH FROM A CATERPILLAR TO A BUTTERFLY IN ONE GO

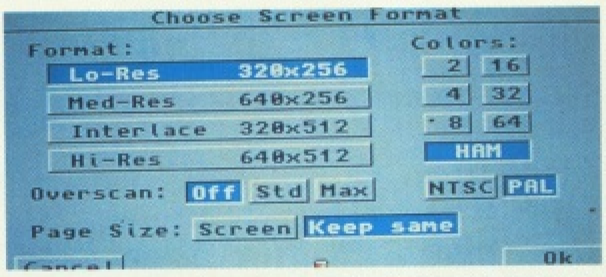
Another great command, Metamorph, allows you to transform one brush into another. Open the brush menu and you will find a new option, Spare. Select Spare and you will be presented with three further options; Brush->Spare, Brush<->Spare, and Metamorph. Brush->Spare simply allows you to store your current brush in a memory buffer for later use. Brush<->Spare allows you to change your current brush for the one that's stored in memory. The really interesting option is Metamorph. To use Metamorph, you must already have a brush stored in memory (a spare brush). When you then create a second brush and select Metamorph, *Deluxe Paint IV* will ask you for the number of frames to perform its changes over. Once the number frames has been set, *Deluxe Paint IV* will produce an animated brush (anim brush) that transforms the current brush into the spare one. In practice, this means that if you told *Deluxe Paint IV* to metamorph your brush over ten frames, frame one will be the current brush, and frame ten will be the spare. The other eight frames will contain brushes, each of which is slightly different to the previous one, that transforms the original brush into the spare brush. At its least impressive, this allows you to create subtle fades which transform one graphic into another. At its most impressive, you can create wonderful transformations that appear to stretch and blend one image into another. For my test, I created a 20 frame transformation, changing the King Tut screen into a screen containing the Electronic Arts logo. When run as an animation, the logo appeared to melt in watery-looking ripples. As the ripples settled, another image was born.



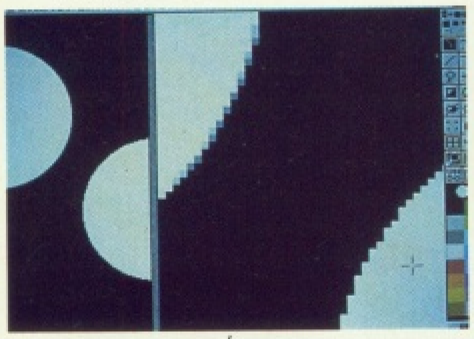
The different effects that can be produced using (clockwise from top left) Shade, Tint and Colourise. Shame it hasn't improved her complexion though.

HAMINATION

The most eagerly-anticipated addition to *Deluxe Paint IV* is doubtless the addition of HAM mode animation. Many previous software packages have promised it, and *Photon Paint* half-delivered it. Enter *Deluxe Paint IV*. Many users will already be familiar with the animation tools provided by *Deluxe Paint III*. They will remember how user-friendly and quick they were to use. Well, those tools are now available for HAM mode animations as well. Electronic Arts have even managed to add delta compression to the animations, which means that you get more frames of motion for your memory. Using the tools provided by *Deluxe Paint IV*, you can define the number of frames to your animation and then tell the computer to rotate your images through any axis. You can also tell the computer to move your image in any direction or perform perspective operations on images (to make it look as if they are moving closer or further away from you). A really useful new feature of the animation section of *Deluxe Paint IV*, and one which applies equally to HAM and ordinary animation, is the addition of an animation control panel. When Control Panel is selected from the menu, a video-style panel appears at the bottom of the screen. On this panel are all the controls that you will need to play and edit your animations. There are, of course, buttons to play and rewind your animation, but the best feature, in my opinion, is a horizontal drag bar. By clicking on the bar and dragging it left or right, you can flip through the frames in your animation. Because all the frames are represented on one bar, regardless of the total number of frames, you can find specific frames much more quickly and easily than was possible with *Deluxe Paint III*.



a palette of 32 colours, and beside that is another switch that lets you flip through all of the other available palettes. Creating a range is simplicity itself. Point the cursor at any of the colours in the current palette and click the mouse button. This will change the cursor into a small coloured box. Place the box anywhere on the calibrated bar and the first colour in your range has been set. Repeat the process using a different colour from the palette, and putting the colour down at a different position on the range bar. As soon as this is done, the computer calculates the colour graduations (in HAM mode) between the two colours and displays a colour spread below the range bar. A simple range has now been created, but it doesn't have to stop there.



If another colour is positioned on the range bar between the two existing ones, *Deluxe Paint IV* will automatically recalculate its colour spread to incorporate the new colour. The only limit to the number of colours within a range is the number of colour boxes that can be squeezed onto the range bar. In practice however, you are extremely unlikely to require much more than a quarter of the available space, even when creating the most dramatic colour spreads.

Deluxe Paint IV certainly looks the business and the host of new features makes it a worthy addition to the series. We'll have a full review as soon as the package has been finished.

FEATURES SUMMARY

HAM MODE - Allows you to create artwork using the full 4096 colours on screen at once.

HAM ANIMATION - Allows you to create animations in HAM mode.

PALETTE - Offers a new selection of controls to assist in the easy creation of HAM mode palettes.

RANGES OPTION - Gives you total control over all colour spreads used for fill operations.

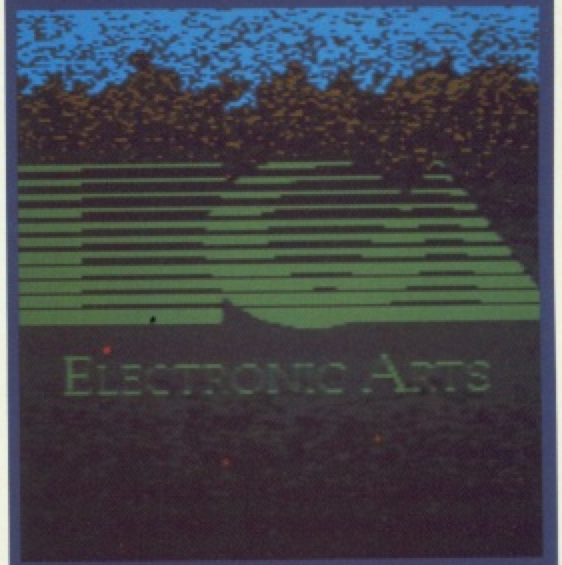
COLORIZE, TINT and SHADE - A variety of options that give you image processing options usually only found in dedicated systems.

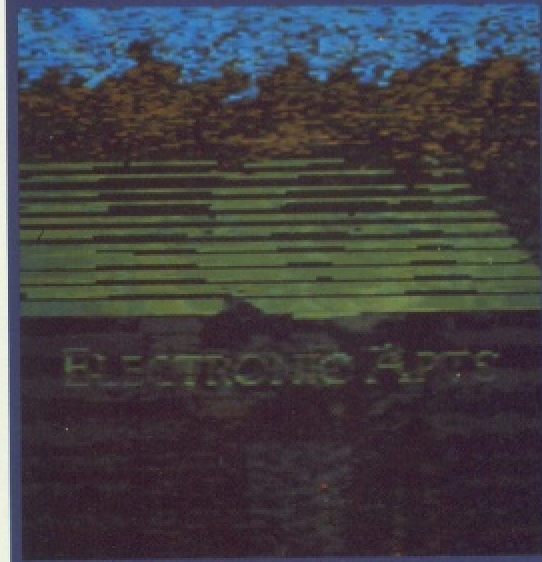
CONTROL PANEL - Gives you a video style control panel to simplify animation control.

LIGHTBOX - Displays previous animation frame beneath current one to allow you to see what changes you are making.

HAM DELTA COMPRESSION - Only saves the changed parts of the screen from one frame to the next, thus making huge memory savings.

ANTI ALIAS - When selected this smooths out lines and curves, disguising the jagged edges that are created when working in Lo-res.











Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy to remember. It is a great flight sim for beginners and experts alike.



Fly missions in any of six real world arenas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying area of nearly half a million square miles.
Each area contains hundreds of missions and each mission will differ depending on your chosen tactics, even if you fly it twice!

IBM PC & Amiga screen shots



An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used to automatically change the view for you, so that you're always looking right at the centre of the action.



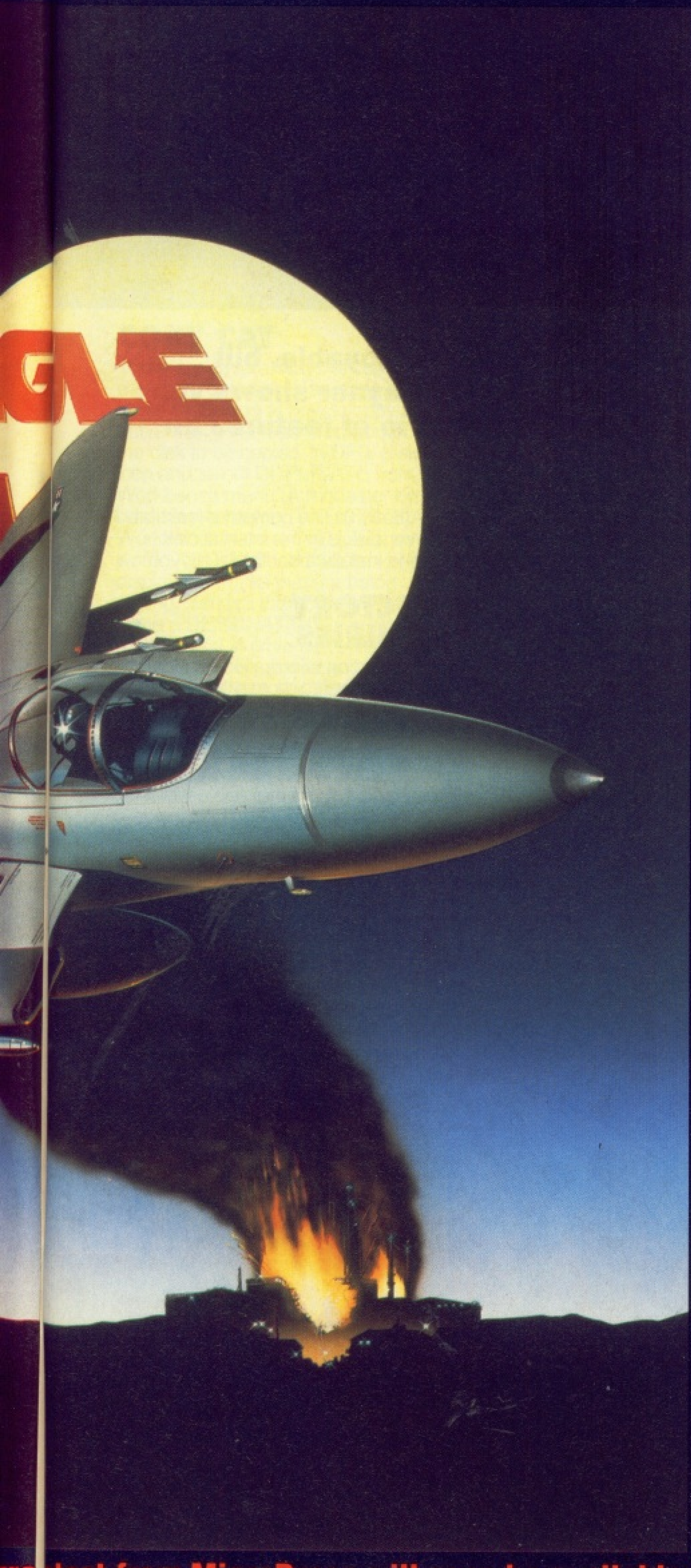
The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in the hottest seat of them all - Take a look for yourself.



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and gr

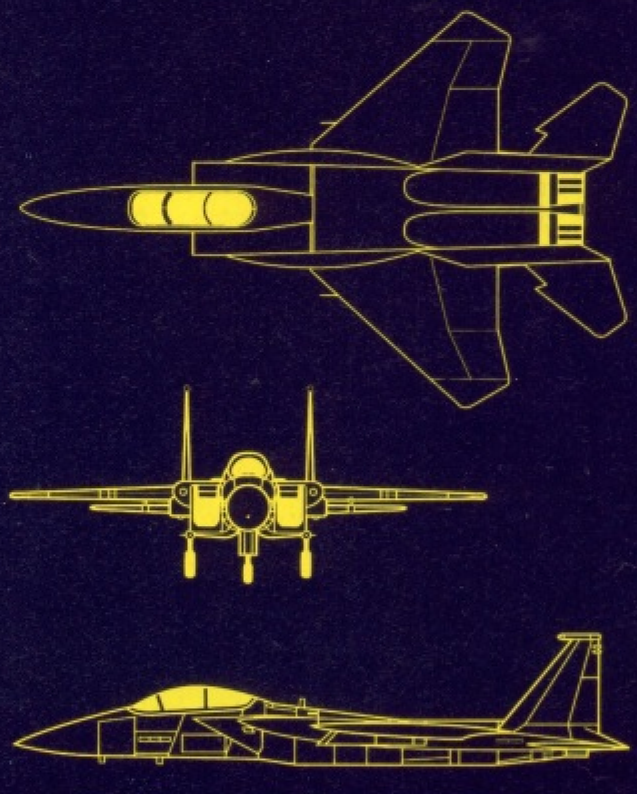


AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



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part 1

Designing your own demos can be easy and enjoyable, but first you'll need to prepare your disk. Martin Rayner shows you how to do it in this, the first of this month's trio of features on making your own software. . .

FORMATTING A DISK

To format a disk, you'll need two things: the Workbench disk, and a blank or unwanted disk. Insert the Workbench disk in your drive. When loaded, remove it and insert an unformatted blank disk. A new disk icon should appear, which will be named DF0:BAD. Click on the disk icon once to select it, and choose 'Initialise' from the Disk menu at the top of the screen. You'll then be requested to put the Workbench disk back into the drive. After a few seconds of disk activity, you will be asked to replace the disk named BAD. From there on, it's simply a matter of following the on-screen prompts. When the format task is completed you will have a disk that is now named EMPTY. You can rename the disk by clicking once on its icon, and selecting RENAME from the disk menu. A window will appear containing the current name which can be changed by typing in the new word.

USING CLI

To issue some of the following commands you will have to use the CLI. To access the CLI you must load Workbench (yet again)! Double click on the Workbench icon and when it's opened, double click on the SYSTEM icon. Finally, when the system window has opened you will see a file called CLI. Double click to load it, and you will be presented with a window into which you can type commands.

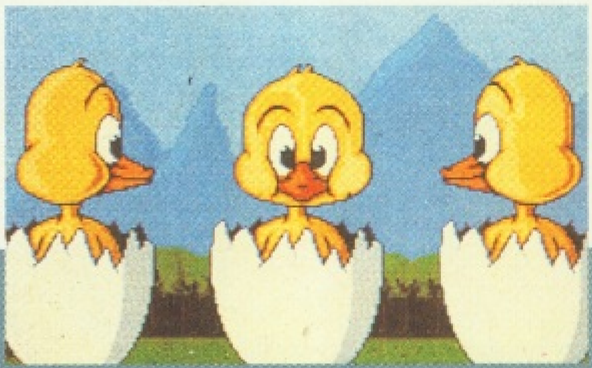
AUTOBOOTING

Before you can use the formatted disk, you'll need to install it. Although you can store files on a newly formatted disk, you cannot make the disk auto run until it's been installed. You may have heard of a bootblock. A bootblock is a section of the disk that the computer looks at as soon as you put the disk into the disk drive. The bootblock contains a standard block of information that the computer refers to in order to ensure that the disk is a valid Amiga disk. Professional games often substitute the standard bootblock for one of their own, as part of their copy protection process. To install your own standard bootblock, enter CLI and type INSTALL DF0: The computer looks at whatever disk is in the internal disk drive and installs a bootblock for you.

DIRECTORY ENQUIRIES

To make finding information on a disk a little easier, the Amiga can group disk files together in the electronic equivalent of a folder (called a directory). Items stored in a directory do not show up immediately when you look at the disk. They only become visible when you open the directory and look inside. Earlier on, when you double clicked on the SYSTEM icon, you were actually looking inside a directory to see its contents. Sometimes you may encounter a directory within a directory. The inner directory is then known as a sub-directory. The sub-directory is said to be the child of the main directory, and the main directory is said to be the parent of the sub-directory.

It is usual to store related items of





CLASSIC DEMOS

CU's demo section kicked off in April 1989 featuring such gems as the Kylie Minogue 'I Should Be So Lucky' slide show. After that drivel the PD circuit really needed livening up. Along came Tobias Richter and his awesome 3D Star Trek demos, Budbrain's remarkable but silly mega-demos which struck the balance between graphics, music and fun, and Crionics' technically outstanding releases which pushed back the boundaries of Amiga programming. Before all this came the classic Amiga Juggler, a ray-traced character who preformed tricks with reflective balls. This demo was responsible for many of the Amiga's first sales.

Some of the ultimate demos of our time have been huge, multi-disk, memory absorbing affairs such as Walker, which featured a digitised AT-AT from Star Wars strutting through a deserted street taking the odd pot shot at buildings. And, a year after Kylie came a demo based on Neighbours star Annie Charleston. There's no winning is there?



information in a directory. For example, if you were working on several utilities at once, you may find it easier to store all the information about each utility in separate directories. To make a directory, open the CLI and type MAKEDIR DF0:TOOLS This will create a directory on the disk in DF0: called TOOLS. If you then wanted to create a subdirectory inside tools called SPANNERS, you only have to type the following;
MAKEDIR DF0:TOOLS/SPANNERS

COPY CAT

There are several ways of copying the data from one disk to another. We'll begin by looking at how to copy an entire disk. First load Workbench. With the disk to be copied in DF0: click its icon and select DUPLICATE from the Workbench menu. A requester box will be displayed asking you to insert Workbench in drive DF0: Click on the word CONTINUE and the box will now display the tracks that are being copied. You will then be requested to place a DESTINATION disk (your formatted disk) in drive DF0. Remove the Workbench disk and replace the formatted disk then click the word continue. Follow the on-screen prompts until the requester box displays COPY FINISHED. You will now have a disk which is named Copy of (whatever your other disk was called).

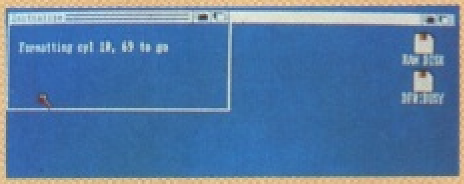
COPYING SEPARATE FILES

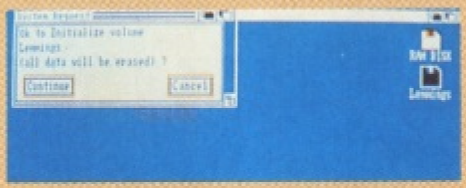
To copy files from one place to another, you must tell the computer where you want to copy from (the source), and where you want the copy to go to (the target or destination).
A simple copy command would look something like this;
COPY DF0:Fred TO DF1:Jane

When you type the above command into the CLI window (followed by return), the computer copies a file called Fred from DF0: to DF1: and renames it Jane. If you want to copy something from one directory to another on the same disk, it's just as straight forward. Suppose you need to copy a file called ABC from a subdirectory called 123, and you want to put it in another subdirectory called 789. You type; COPY DF0:123/ABC TO DF0:789/ABC
Easy or what!

WHEN I'M CLEANING WINDOWS

THE SCREENSHOTS BELOW ILLUSTRATE A COUPLE OF THE STAGES INVOLVED IN FORMATTING A DISK. HAVING SELECTED *INITIALISE* THE COMPUTER WILL ASK FOR THE WORKBENCH DISK, WHICH IT NEEDS IN ORDER TO RELOAD THE FORMATTING INSTRUCTIONS. IT WILL THEN ASK YOU FOR THE DISK TO BE FORMATTED. AFTER THAT IT'S SIMPLY A MATTER OF FOLLOWING THE ON-SCREEN INSTRUCTIONS.









WAR ZONE
The year is 1999. World peace is being threatened by an unknown enemy force. You and your accomplice have been chosen to lead an allied attack which will take you through eight different scenarios.
War zone can be played by two players simultaneously, or as a single player game. The two player game centres around the interaction between both players, developing a need for team work and a 'cover my back' style of strategy.
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STARTING UP WITH STYLE

Now that you've had the mysteries of CLI explained, you're ready to create your very own stylish start-up sequence. Mat Broomfield is on hand to explain how it's done.

part 2



With the advent of 16-bit graphics and sound, game intros have become progressively more elaborate and spectacular. For those of us who cannot program to save our lives, there seems to be little hope of ever producing demos of similar quality. But think again! There are a multitude of public domain utilities available that will allow even the least experienced users to create their own slick-looking intros. In the following pages we take a look at a few of the best, and talk about how you can use them to give your disks a face-lift.

STARTING OUT

Before we look at a few utilities in detail, it may help if I explain a bit about the way disks are put together. When a computer is first switched on and a disk inserted in the internal drive (DF0:), the computer examines the disk in search of several important pieces of information. The first place it looks in its search is the boot block, but we'll talk a bit more about that later. After looking at the boot block, unless specifically told otherwise, the computer will look for a file called the startup-sequence. This file contains a list of instructions telling the computer what to do next. These instructions are stored on the disk as an ordinary text file. This means that they can be edited using any word processor or text editor that saves its data in ASCII format (most of them do). The computer expects to find the startup-sequence file in a directory called S. When it has found the file, it interprets it using the Command Line Interface (see previous feature for an explanation of directories and CLI). Because the computer looks to the startup-sequence to tell it what to do next, you can add your own instructions to it, or even create your own unique startup-sequence. By doing this, you can easily tell the computer to load extra programs, such as demos etc, to make your disk a bit more professional looking.

To make things a bit clearer, here's the startup-sequence for this month's extra coverdisk;

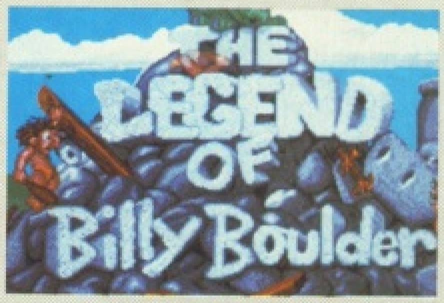
BORDER Off
PICSHOW Title
NOISEPLAYER -P1
Modules/mod.Space-Song
CLS
PICEND Title
RUN GET_SET_GO! CUAmiga menu

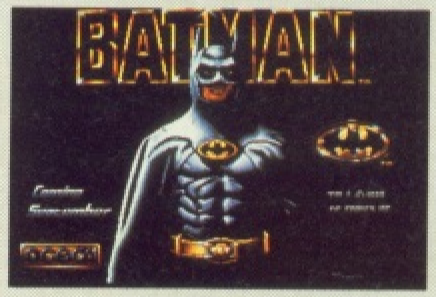
Each line of the sequence represents a separate command, and as each of the lines is explained you'll see how simple it is to turn a boring disk into something altogether more exciting!

That'll Do For Starters

In the early days iof the Spectrum, games opened with a few strategically-placed words or a title. This went on for several years, until the ever-inventive guys from Ashby De-La-Zouch, Ultimate, stunned Speccy games players with a stunning intro screen and a short tune. As can be expected, this 'radical' new idea took the indistry by storm, with practically very new game boasting an attractive screen. What's more they were beneficial for the software companies in so much that they could be used to spruce up tedious drivel. In terms of actual gameplay, the opening screens for a game are pretty negligable, but they can also add atmosphere.

With a few animations or a stunning still image, a game's presentation can be increased ten-fold, and past pictures by the likes of Pete Lyon and Ian Harling prove this. Pete's title screen pictures are nothing short of stunning, and when he puts one together, he uses every piece of available memory and the Amiga's full array of colours. In addition, he makes sure that as many features of the actual game incorporated within his piece, and uses the extra memory to add a neat feel to, say, a spacescape. Film licences perhaps benefit the most from a title page, and when a game's graphics don't exactly resemble their hero, a movie-like atmosphere can be generated with the addition of a a few digitised or completely redrawn scenes from the film.





STARTING UP WITH STYLE

1. The first command, BORDER Off, switches the border off all CLI windows. This means that the computer can use the full size of the screen to display all future output.

2. PICSHOW Title forms one half of a pair of commands which display, and remove, IFF pictures from the screen. In our case, it displays a picture called Title, but you can make it load any picture you like by changing the word Title to the name of your own picture.

3. The third command is slightly more complicated because it not only loads a file (called mod.Space-Song, located in a directory called Modules), but it also features a variable (-P1). *Noiseplayer* is a utility that loads and plays *Protracker* music (*Protracker* is given away free on this month's coverdisk). Whilst it's wonderful to have a piece of music playing as part of an intro, some people may want to turn it off. You may even need to turn the music off to conserve memory or processor time – as with our Warzone demo. This is where the variable -P1 comes in; there are six ways to turn a tune off once *Noiseplayer* has started playing it, but -P1 simply means stop playing when the left mouse button is pressed. See the *Protracker* introduction on page 148 to find out about other ways of stopping a song playing.

4. CLS is straightforward. It clears the current CLI window of anything that may be there. It doesn't wipe the screen that was displayed using the PICSHOW command.

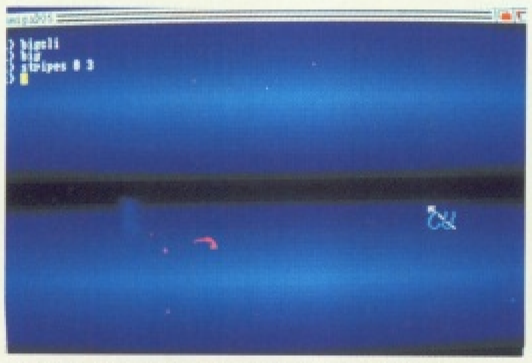
5. PICEND Title is the twin of PICSHOW, except it removes the picture called Title instead of displaying it.

6. The final command, RUN GET_SET_GO! CUAmigamenu, actually loads a program called GET_SET_GO! This program, in turn, loads a text file called CUAmigamenu. GET_SET_GO! is the program that creates the menu.

Continued on page 146



Stripes is a very flexible program that allows you to customise your CLI screens. And just to prove how easy it is to use, simply follow the instructions in the Disk 14 box below. . . .



This is just one of the multitude of readily available and cheap utilities which will greatly enhance your routines. Smart, is it not?



Make your own demos by using the striping effect we're giving away free on coverdisk fourteen. . . .

WRITE YOUR OWN STARTUP SEQUENCE

Here's a handy ten-step guide to writing your own startup sequence.

1. Load workbench and format a disk.
2. Open the CLI from Workbench and install your formatted disk using the INSTALL command.
3. Using the MAKEDIR command, make a new directory called C.
4. Using the COPY command copy the files that you want to include in your startup-sequence from the C directory of our disk, to the C directory you've just created on your own.
5. Copy any additional files that will be needed for your intro, such as pictures, soundfiles, etc.
6. Create a directory called S on your disk.
7. Load up your favourite word processor or text editor. If you don't have one, you'll find Memacs on the Extras disk of Workbench 1.3, or Notepad on the main disk of Workbench 1.2.
8. Type the names of the routines and utilities you want your demo to include, adding any variables or extra file names as required. Remember that they'll load in the order you type them. Make sure that each command is on a separate line. Apart from anything else, this makes them easier to read.
9. Save your text file to disk using the title S/STARTUP-SEQUENCE.
10. That's it, you've just created your own intro!

DISK fourteen

ON THE DISK

A list of routines in the C directory that will help you jazz up the most boring of disks.

ROUTINE	PARAMETERS	EFFECT
BIGCLI	NONE	Increases size of CLI window
BORDER	ON/OFF	Removes CLI window border
SHOWIZ		(filename) Loads an IFF screen called(filename) and displays it
STARS	NONE	Adds a starfield to the current CLI window
STRIPES	Type STRIPES ? for parameters	See screenshot
PICSHOW	(filename)	Loads and displays an IFF screen called (filename).
PICEND	(filename)	Removes screen displayed by the PICSHOW command..


3D CONSTRUCTION KIT™
BUILD YOUR OWN VIRTUAL REALITY
It's a simple, effective way to design a detailed environment (house, garden, village, ship, car etc. etc.) and then look around it to make sure you like the look of it from every angle.
There are environments through environments. For instance, the house has rooms, the rooms have furniture, a chest of drawers has compartments, the compartments have secret boxes, the boxes have .... etc. etc.
It's up to you. The limit is your imagination. Use it for school – or to show Mum how to re-arrange the living room. Dad might be interested in how the garden would look if it were laid out differently – with a new pool? And how would the neighbours see it from their angle? It's easy! Just spin it round!
This is probably one of the most expensive pieces of software you'll buy this year – but at last you can make your computer really show it's potential.
"There's no doubt about it, this could be the most impressive game creation utility ever released. Not only does it allow you to create run-time modules complete with animation, shoot-em-up compatibility, puzzle solving, and maze exploration – but it enables you to do it in solid 3D, using a system that's even better than Freescape!"
ACE – FEB 91
"3D Construction Kit gives newcomers and non-programmers the power to create solid 3D objects that can be stretched, rotated, suspended, stacked and even given animation effects. Yet the whole system is so user-friendly that it makes most simple art packages look cumbersome."
ST FORMAT – FEB
"Build your own virtual reality, but don't be misled. This is not a boffins only product. I've produced a special video included in the pack which shows you how to do it – and helps get you off to a flying start. After that it's simple and in no time you'll be impressing everyone with 'magical' designs on your computer!"
IAN ANDREW INCENTIVE
PIERRE TAYLOR (28) – PORTSMOUTH.
I own a car company, but my real love has always been the idea of space travel. I've often played around with art packages but what I really wanted to do was to design a spacecraft once, then bring it to life and walk around it. This incredible package allows someone like me, who knows very little about computers, to do it easily!
First I put together a couple of blocks to make the fuselage.
Next I added the cockpit and the nose.
Adding detail was easy. I only needed to design one wing, then used the copy, flip and rotate feature to produce the other one.
I added the fuel tank and boosters.
I can now view it from any angle and manipulate it as a single object.
This is a head on view, showing the control panel which enabled me to do it. Not bad eh? Pretty good for a beginner.
PAUL BUCHANAN (22) – EALING – TRANSPORT ECONOMIST.
I've always wanted to design my own house, but I could never really visualise what it would look like once it was built. What would it look like from above? Or from the side? Or what if I wanted to walk through the front door and arrange the furniture? With this marvellous software package, I can do all the things and make my dream house come true.
To start with I put up three simple walls.
Then I made a roof and lowered it down.
I added windows, a picket fence and the first tree in my garden. But the interesting bit was yet to come...
Walking in through the front door, I could see what the rooms would look like.
And using the simple control panel, I could design the furniture and move it around.
Home, sweet home!
CHRIS HALL (15) – STUDENT – YORKSHIRE.
I loved Castle Master and wanted to make a similar game myself. I had plenty of ideas but no way of bringing them to life. After all I'm not a programmer.
Using a couple of the many 3D objects included in the pack, I quickly designed my own game landscape.
I wanted to give the game a particular style. This was easily done by using the excellent colouring and shading facilities.
Then I set up some of the conditions which could make the game truly interactive.
Using the simple pull down menus and on screen prompts designing a great game was a doddle – I could even have strength and time bars!
Finally, I dropped in a control panel from several included (although I could have made up my own).
I've sent the finished game to my cousin in Wales. He hasn't got 3D Construction Kit yet ... I reckon it won't be long before he gets a copy.
Coming soon: The Incentive Story – 4 award winning Incentive 3D games in one pack!
INCLUDES FREE TUTORIAL VIDEO
DOMARK
3D CONSTRUCTION KIT
incentive
The Award Winners
Available on
Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128.
Amiga Screenshots Designed and Programmed by Incentive Software
© 1991 New Dimension International Ltd.
Artwork and packaging © 1991 Domark Software Ltd.,
Ferry House, 51-57 Lacy Road, London SW15 1PR. Tel: (081) 780 2224.



TRICKS WITH TYPE

Using lettering creatively can be fun and easy. With a little help from Peter Lee you could soon be designing posters, letterheads and party invitations...

At the recent computer arts festival in Liverpool, the Amiga underlined its position at the forefront of the technical revolution sweeping through the art world. Commodore's best-selling machine provided the majority of the entries on show and has become firmly established as *the* machine for computer graphics.

With an ever-increasing range of impressive game intros, wonderful in-game animations, and the vast number of demos and slideshows on offer from various demo groups, the Amiga reigns supreme. Unfortunately, for the complete novice and six-stone graphic weaklings amongst us, such work can inspire a feeling of utter inadequacy and despondency.

Fear not! Although a fair degree of artistic talent is almost certainly necessary when using an arts package such as *DeluxePaint* or *Photon Paint*, it's equally important to develop a suitable technique for the medium and become familiar with the many different options that are available at the click of a button.

If you follow the simple steps and hints contained within this feature and the months to come, you, too, can produce top-quality work to rival the best. Just by using text and a few colours it's possible to knock up some pretty nifty effects. Don't worry if all you have to work with are the fonts which came with your Workbench disk. Fonts such as Topaz and Diamond may not be gems, but, used in the right way, they can be just as effective as some of the more expensive fonts on the market.

A cheap source of additional fonts is available from PD libraries. These are exceptionally good value and will help put some punch into whatever you do. If you really get hooked, colour fonts have been created by some softcos – choose from chrome-effect lettering, play-block type or even text set in stained glass windows for the zealots amongst you.

Many of the fonts on the market are aimed at professionals, such as video users and magazine designers. They're not much use to the hobbyist at home and are often expensive and of humungous proportions. Size is NOT important (I tell you!). Don't get caught out by buying giant fonts; you can only fit so many on screen at once. Aim to buy a large selection of smaller sized fonts for the best effects.

It's no good loading in any old font and typing away. A font has to be carefully selected to suit a specific task and evoke a certain mood or feeling. To illustrate this, and to give you some ideas for designing your own screens, we'll take a party invitation as an example.

Making an eye-catching invitation means thinking of a gimmick and picking the right font for the job. Choose a typeface which reflects the kind of party you want to hold; usually this would be a light face which is stylish without being too formal. If you decide to hold an all-night headbanging session (not next door to me, please!) then you might use some thick-set, blocky fonts (no reflection on your intended guests, of course). The more laid back the party, the more casual the font.

Although an invitation has to contain certain information, such as where and when the party is going to take place, there's still space for you to include your own individual touches.

Using *DeluxePaint III* it's possible to hack around with a font and change its

TIPS

- Remember to use white as your background colour – this saves on ribbon wear.
- If your Amiga's memory allows, use at least medium resolution, to get smoother, neater fonts; plus the advantage of a better looking printout.
- Remember, if you change screen resolution, you lose the font you have in memory. Simply reload the font from within *DPaint*.
- Unless you bold up spindly fonts, you can lose a lot of definition when it comes to printout. What you see on screen is NOT what you get on a standard 9-pin printer.
- Personalise invitations by individually printing your guest's name– you are going to print the invitations out separately anyway (unless you have access to a photocopier), and changing a name is no problem.
- If, however, the names are in a detailed style, customise the names all together and store them on the spare screen (Keypress J), cutting and pasting between the spare and the printing screen as needed.

appearance. You can add a little pep to some typefaces by making them italic. Typefaces with thin lines can be lost when printed out so it's usually a good idea to bold them up.

After you've typed in the text for your invitation it has to be catured as a brush. Press keyboard 'B' and drag out a box to include the text you want to work with. There are various tricks you can use to manipulate the text such as flipping the text in the Y plane to form a mirror image (keyboard 'Y') or rotating letters (keyboard 'Z'). These are fairly standard 'tricks of the trade', but there are many more tweaks you can pull out of the hat to cajole even the most jaundiced of partygoers to venture out. The following list is nowhere near exhaustive, but will give you a few tips and hints for altering the basic font and provide ideas for further improvements.

SIMPLE BUT EFFECTIVE

Having cut out your text as a brush,



choose a darker shade as the background colour (by selecting the appropriate colour and clicking the right mouse button). Then, before placing the text back on screen, press the right mouse button to stamp down a shadow. Now move the original text brush slightly to give a 3D effect.

Another neat trick is a neon effect. This is obviously more effective with colour printers or on VDU displays, but interesting effects can also be achieved by using different shades of grey. First define a range of colours (black to white would do fine), and select the lightest first. Working down the range, select each colour (left mouse button) individually and outline your text brush (Key 'O') before each colour change. Shades of blue give a great fading intensity but this tends to lose its impact in a grey-scale dump.

A TAD MORE COMPLICATED

Use the brush of your text as the fill and wrap it onto any shape (access the fill options by clicking on the fill icon with the right mouse button). Using this method you can design any shape and then 'pour' in the text so it takes the form of the shape. This takes a lot of practice to perfect and not all fonts are suitable – experiment!

In a similar vein, you can make a brush of your text and wrap in onto a filled circle to imitate a plate. By drawing in some cutlery you can make a real meal of the design!

NOT AS HARD AS IT SOUNDS

Making text look embossed is easy in practice but difficult to describe. It's simply a case of cutting out the text, painting it back onto the screen while moving the mouse slightly in all directions, and then moving the text ever so slightly and pressing the right button to stamp through to the background. This leaves a subtle yet distictive outline of the text. For a more striking version, use ➢

PRINTING TRIVIA The first book printed in English was the 'Rucuyell of the Histroyes of Troye', in 1474, printed by William Caxton. Caxton (1421–91), a merchant, was the first English printer. He printed a book on chess among the hundred or so he produced in his lifetime. In all his life he used just EIGHT fonts – the first of which he brought from Bruges, Belgium, where he lived for many years. He branched out with woodcut illustrations from 1480 – not so much clip art as chisel-art.



Feeling Blue? A bit of creative lettering, and a witty caption could be all it needs to fill your house with rowdy friends and soulful music.



How about this for the epitomy of rustic charm? A tasteful woodcut-style picture nicely contrasts with the bold simplicity of the typeface.



With an invitation like this, how could your guests possibly say no?! Mmm, I can almost taste the soggy chips and mouldy burger.



This might be a stark invitation, but its elegant design and classy lettering help to ensure that it will be an eyecatching offer.

TRICKS WITH TYPE

two foreground colours of slightly different intensities and make the lighter one the highlight. This gives what's known as a bas-relief effect. To make the brush take on a different foreground colour, press F2, and select your colour from the menu.

NOVEL APPROACH

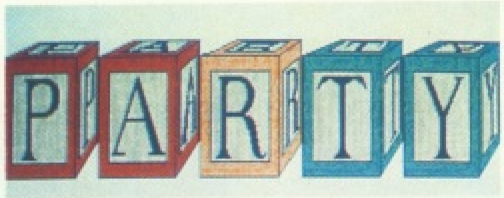
Ransom demands are sometimes made out of cut out letters from old newspapers. This effect can be mimicked fairly easily with only half a dozen fonts. Type each word, place it onto a greyish rectangle (to simulate newsprint), and rotate a few of the letters for effect. If the fonts you have aren't really that big, you can make a brush out of the text and stretch it to any size you want.

As a finishing touch to the invite, an illustration can brighten things up. Try not to be too predictable. If you're using some clip-art (ready-drawn illustrations), boost them up with your own ideas.

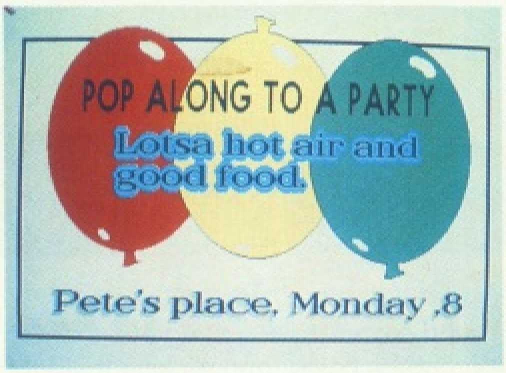
While you may not think fonts are fun, what you can do with them is! Check out some of our own efforts to see what you can do, then improve on them! If you manage to come up with some really striking designs, send them into CU Towers and we'll print a selection of the best ones as well as sending the overall winner a super pile of free software.

THIS DISK

On this month's coverdisk, you'll find two great fonts for you to use in your own designs. They're called Basel and Blacksh, and you can find them in the fonts directory. *D-Paint III* owners can simply load them in the usual way. *D-Paint II* ownes will have to use the instructions given in the box alongside this one. Whichever art package you use you can look forward to some great results using these professional-quality fonts to make your own invitations and posters.



Could this be an example of Picasso experimenting with his cubist period?



Use your imagination and your guests will be floating on air at the thought of your party.



A good eye, and a few modern designs are all it takes to create a really enticing invite.

HOW TO ASSIGN FONTS FOR D PAINT II USERS

If you have 2 drives – put your fonts disk in the second drive. Boot as normal with your Workbench disk. Before you start to run *DPaint II:*

1 Open up your Workbench disk icon and, depending on the version, you'll see either an icon labelled CLI or Shell in the new window.
2 Double click on this icon, and a window will open up.
3 Now type in the following:

C: ASSIGN FONTS: DISKNAME: DIRECTORY
where diskname is either the name of the disk with your new fonts on it, or simply a drive name (i.e. DF1), and directory is the name of the directory where the fonts on your new disk are stored. This may well be called Fonts. If the fonts are not in any specific directory, but just stored on disk, miss out the directory part of the command.

EXAMPLES: c: assign fonts: df1: Fonts
c: assign fonts: Fontdisk:large
c: assign fonts: df1:

4 Tidy things up by typing

C: ENDCLI
and the window will close. Load DPaint II as you would normally.

If you have 1 drive only - a few more steps.
1 Boot as normal with your Workbench disk
2 Open up the Workbench disk icon, and double click on the CLI or Shell icon (whichever is displayed)
3 Type in the following:

C: COPY C:ASSIGN RAM:
4 Wait for the file to be copied into RAM. Insert the disk containing your fonts into the drive.
5 Type:

RAM: ASSIGN FONTS: DFO: DIRECTORY
where directory is the name of the directory where the fonts on your new disk are stored, or if in no specific directory, miss this out.

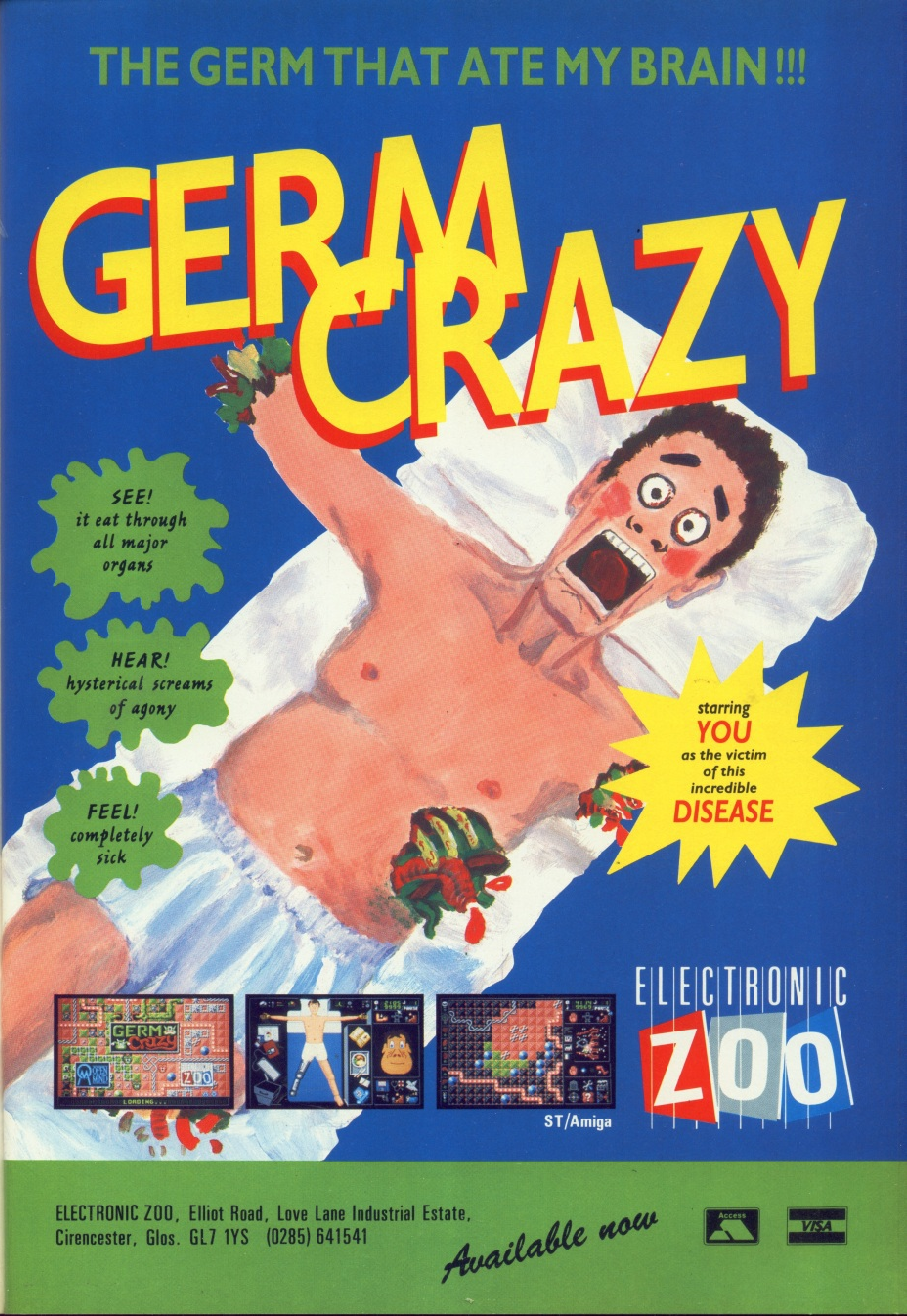
Examples: Ram: assign fonts: df0: Fonts
Ram: assign fonts: Fontdisk: large
Ram: assign fonts: df0

6 Tidy things up now by typing

C: ENDCLI

Once the disk drive is quiet, carry on to load *DPaint II* as you would do normally, but be prepared for a few disk changes when you come to load in the font directory from *DPaintII*'s pull-down menu. *DPaint II* will first ask for Workbench then, after inserting that disk, you'll be asked for the disk you told the Amiga your fonts were located on. Insert this, and the fonts at your disposal are now the ones on your fonts disk.

* It doesn't matter if you use capital letters on not when typing out commands, but the colons (:) are vital.


THE GERM THAT ATE MY BRAIN!!!
GERM CRAZY
SEE! it eat through all major organs
HEAR! hysterical screams of agony
FEEL! completely sick
starring YOU as the victim of this incredible DISEASE
ST/Amiga
ELECTRONIC ZOO
ELECTRONIC ZOO, Elliot Road, Love Lane Industrial Estate,
Cirencester, Glos. GL7 1YS (0285) 641541
Available now
Access
VISA



M Y

It's been a year-and-a-half since Myth stormed the 8-bit world. Now System 3 are trying to repeat the game's success on the Amiga. Mark 'Bad case of Harpies' Patterson was there to look at the game behind the myth...

IT'S A MYTH-STORY *Myth*'s plot revolves around a mad god, Dameron, using his divine intervention to wipe out the world by altering its past. As usual, only one man can save the world, and this time it's a barbarian, complete with headband and loin cloth. The hero has to journey through several mythological settings, solving puzzles and slaughtering several major-league bad guys such as the hideous Medusa and the gods of Valhalla.

The first three levels are divided into three subsections, and are either horizontal or multi-directional scrollers. The gameplay changes drastically for the final level, evolving into a shoot 'em up where the barbarian goes one-on-one with Dameron. The second level is set inside an Egyption pyramid, and, for this, the games style changes again, utilising a technique called banding. This is where the majority of the screen remains unused bar a small play area. Banding is usually used to generate atmosphere, though it does have technical advantages, too. The amount of unused screen space means routines run several times faster. Virgin used the same technique throughout their stylish beat 'em up, *Ninja Warriors*.





GOREZONE When a bad guy buys the farm it's like something out of a cheapo horror flick. His head parts company with his shoulders, accompanied with a massive spray of blood, then bounces off the screen. This routine was originally used in Palace's *Barbarian*, which consequently resulted in the game being banned in some European countries. System 3 are obviously hoping a more liberal attitude has developed among the censors in the last few years.

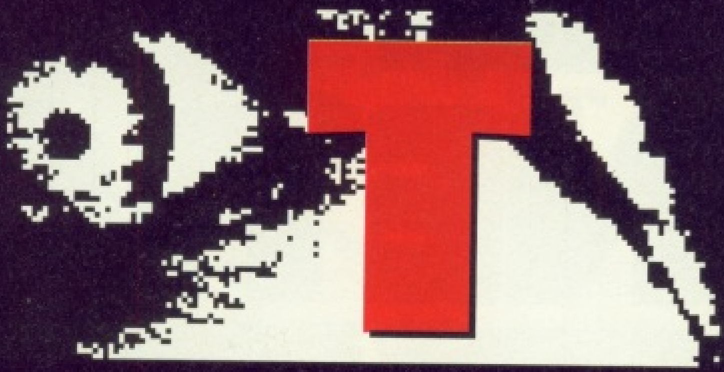
Half a dozen different graphic artists have worked on *Myth* at one time or another during the last eighteen months, predominantly using *DPaint 3* in sixteen-colour mode to design and animate all the characters. To give the game a more console feel the cast have been drawn in a short, stocky



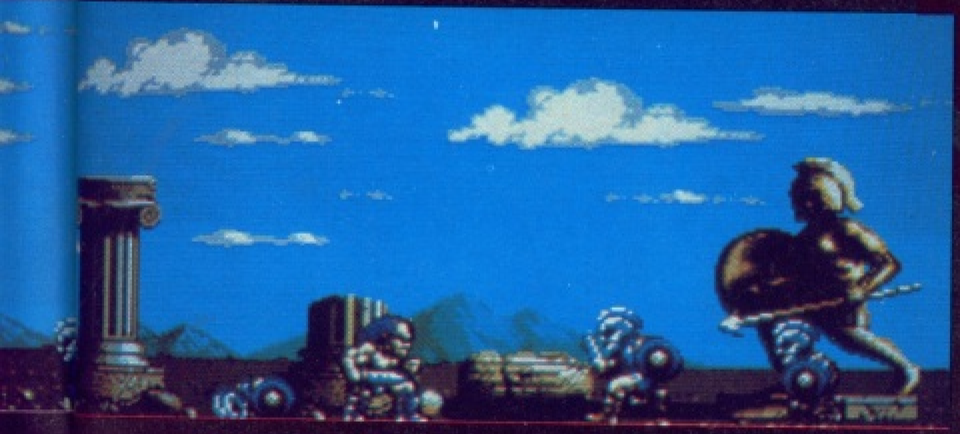




Inspiration for the game's many hideous creatures came from classic fantasy films such as Clash of the Titans and the Sinbad series of movies.



Within the Greek stage our beefy hero encounters Ray Harryhausen-style Golems and Skeletons that crawl out of the ground. Watch out, also, for kamikaze Harpies and Medusa with her stony-stare.



WELL MYTHED The myths of the Greeks were a way of explaining the mysterious of the unknown world. And some pretty strange ideas they had, too! For example, they thought the world was supported by a giant tortoise, which carried the weight of the world on its shell. This was also the explanation given for the slow, almost painful walk of the poor old tortoise and its wrinkled complexion!

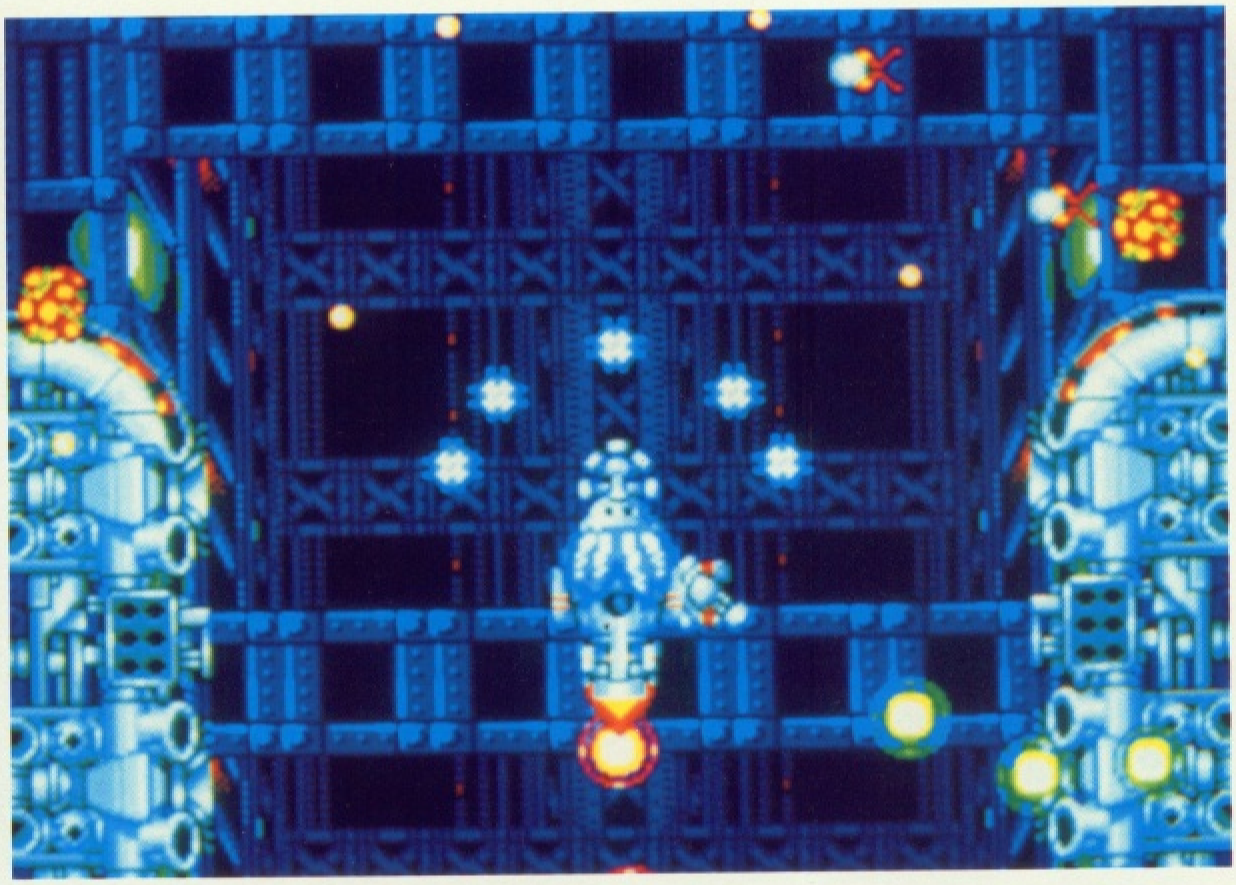
Greek mythology was very involved with the doings of the gods and goddesses, who behaved in similar ways to humans, unlike the later God of Christianity. The amorous exploits of the gods were well-documented. They were particularly fond of changing their shape when in pursuit of the object of their desire. Strange manifestations of showers of gold, bulls, and birds of prey were often the cause of unexplained pregnancies!

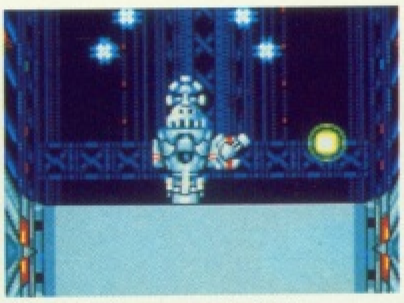
Japanese style and have been given speed lines to emphasise movements such as sword slashes. In addition, the programmers have also tried to include a number of special effects such as stroboscopic lightning to accompany the Viking longship on the third level, and a huge devil on the first stage which rises from boiling magma and opens its hand to reveal a smaller demon.

SOUND OFF Disk one is taken up with an intro sequence, which shows the barbarian being told of the world's plight by a scantily-clad maiden. The programmers are particularly pleased with the piano samples used on this section, claiming that they're the clearest yet on the Amiga. The sample bank also contains a generous amount of screams and squeals to complement the hack 'n' slash graphics. There's also a neat end-of-game finale should the player manage to rid the world of the assorted nasties.

The puzzles will centre around the main mythological characters, with a 'use an object to gain an object' system. By performing certain tasks the hero can collect various items to help rout one of the main characters. Most of the time the puzzles will be straightforward, but there's the occasional brain-teaser thrown in to complicate things. Not all the characters are bad, some are there to offer a helping hand, although they're only activated on completion of a certain task.

Myth has been in development for 18 months and has had creative input from many of System 3's programmers past and present. What this has created is a game which is slightly like *Gods* in appearance, yet contains many additional features which should silence critics who might claim it's nothing more than a rip-off. Tune in next month for a full review.





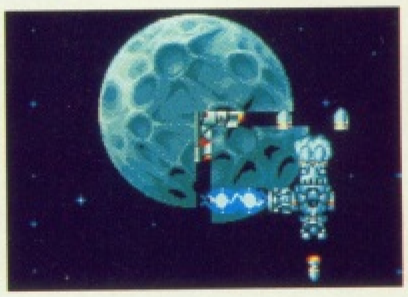
(Above) Power-ups include enhanced lasrers and three-way-firing guns, and can be collected after shooting certain types of enemy sprite. Dying, though, relieves you of your goodies.

(Left) The game's backdrops change from hi-tech cityscapes to organic wastelands, and the aliens within are designed to keep in with each theme. In addition, the organic levels contain aliens which, when blown, open reveal bullet-spewing young which also have to be destroyed. And waiting at the end of each stage is a massive guardian.

FRENETIC

Battle-scarred with his various limbs blown off in combat, Steve "Legless" Merrett hops into the hotseat of Core's new shoot 'em up.







LOONY TOONES With *Car-Vup* and *Chuck Rock* under their respective belts, Rob Toones and graphic artist Lee Pullen's next project is a vertically-scrolling blaster which lifts ideas from past shoot 'em ups and, in particular, The Bitmap's *Xenon II.* Set over eight long levels, *Frenetic* features a variety of space-based and organic-looking levels which contain all manner of strange mutants and enemy fleets. With or without the aid of the game's negligible scenario, the player is set the task of cutting a swathe through these many creatures whilst avoiding their flak and destroying any ground-based installations. Hardly original stuff, but Core realise that their game borrows from a great number of others, including the aforementioned *Xenon II*, and make no apologies for it. "As with *Warzone*, there's no way *Frenetic* can be classed as original, but our intention from the start was to make it the best of its type," says Core big cheese, Jeremy Smith.

THE OLD SCHOOL *Frenetic* is a member of the old school of shoot 'em ups and combines vicious attack waves with dozens of bolt-on weapons. Rob started work on the project a couple of weeks after he had *Car-Vup* in the bag, and began to bash out a scrolling routine. With the system up and running, Lee was pulled in to provide the graphics and a series of backdrop styles were decided on. The game takes place both in space and over a series of planet surfaces and the backdrops for each were designed on an ST running OCP's *Art Studio* and were pieced together using the package's map-building utilities. They are then ported into a Snasm-based PC and incorporated into the main code, for testing and bug spotting, and the enemy sprites are overlaid in their respective attack waves. Lined up for a June release, we'll be reviewing *Frenetic* within the next two issues.

BLASTING THE OPPOSITION

It seems that a lot of games are heading back to their roots, with Domark's *Space Invaders '91* and Core's own *Warzone* heading down previously used avenues. Obviously, this is no new thing, and developers have been using the same old ideas over and over again for years, but why the recent revival of the very old ideas? Perhaps it harkens back to the rose-coloured days that so many nostalgic games players look back on and sigh. Actually, going back to each genre's origins isn't a bad thing, after all there are a lot of old games that never appeared on the Amiga, and starting from scratch, only with vastly improved graphics and deeper gameplay, can only mean simpler but addictive games. Perhaps, then, the Amiga is set to attack the consoles at long last...

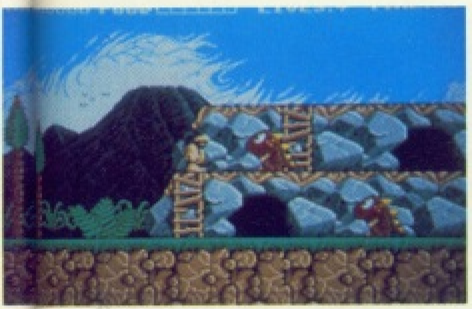


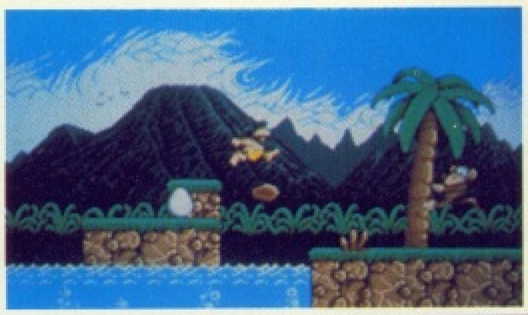
PREHIST

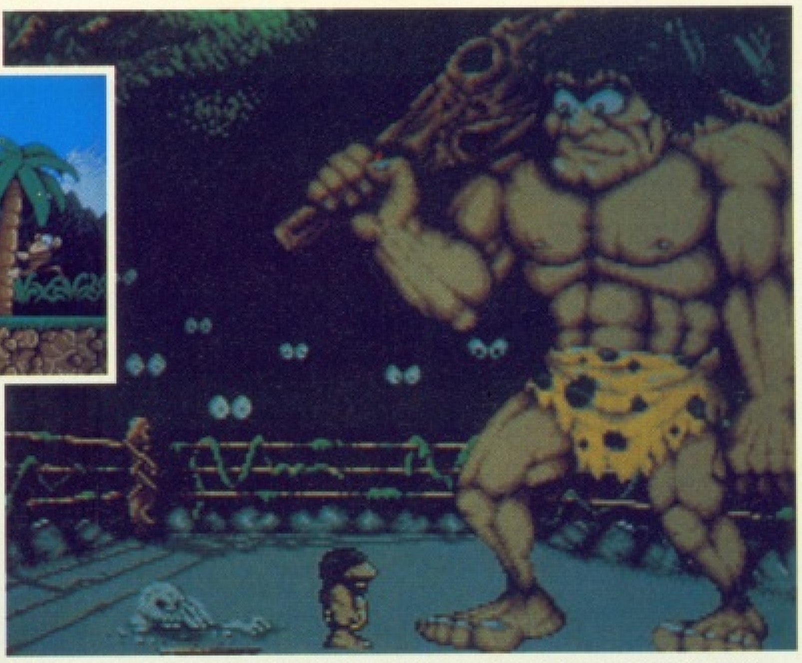
Our French friends at Titus are set to take us back to the era of dinosaurs and bad B-Movies as they attempt to crack the success of Mario. Steve 'Primitive' Merrett went along for the ride.

ORIGINS OF THE SPECIES Quite why Nintendo's little Italian plumber is so successful remains a much-shrouded mystery. After all, his adventures across the many scrolling levels of the four Mario titles have been little more than glorified platform romps, yet their many secret bonuses and features, along with the typically exceptional Japanese presentation, have made the little plumber a legend in his own lifetime. With his success so apparent, it is obvious that a great many contenders to the throne will emerge, and the likes of Apprentice, Terry's Big Adventure and the like have all come and gone in an attempt to take the Mario series' title of the ultimate platform epic. What's more, on the only occasion that someone does match Mario's success with a near perfect Amiga clone - Timewarp Production's Great Giana Sisters - Nintendo decided that it was a little too close and consequently used their considerable power to have the game shelved. However, undaunted, our gallic chums at Titus are currently adding the finishing touches to a game which they hope could attain the same following as Nintendo's million-selling hero.

FOOD GLORIOUS FOOD As can be gleaned from the title, Prehistorik is set in the dark and distant days of when dinosaurs ruled the Earth. Despite the history books suggesting that homo sapiens won't appear for another few million years (give or take a few months), Prehistorik's titular cutesy hero is a slouching Neanderthal whose only aim in life is to fill his stomach with as much food as possible. Obviously, sharing a world with some of the most dangerous creatures ever to have roamed the planet is a hazardous business. Unless he is very careful it will be him who ends up on the menu. Prehistorik's quest for grub takes him across a series of barren wastelands, each of







Prehistorik comes up against one of the game's larger opponents. Set in a boxing ring, these opponents provide a breather from the usual platform sequences, but are consideraby harder to complete.

JUMPING WITH JOY...

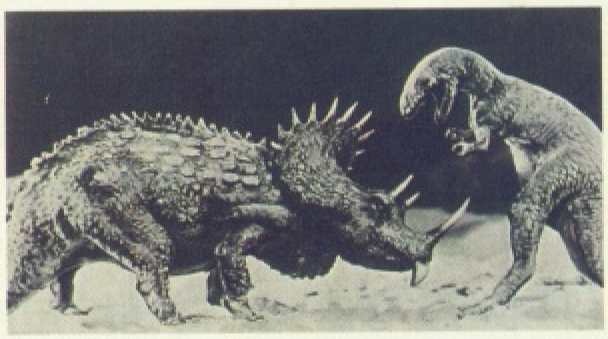


Putting your finger on just what it is that makes the Mario series of games so successful is extremely hard. Is it the massive game task it offers or the fact that it is so user-friendly? Or is it just because it takes the genre one step further than any platform game before? Quite what it is remains a mystery, but many companies have tried to emulate it. And the ones that have come closest to succeeding are the ones that have kept it simple. None of the Mario games are particularly original, and they all follow the same basic idea, it's just that so much is crammed into what could be a very limited idea. *Prehistorik* aims to mimic this, and whilst it too, features a very simple game premise, Titus are confident that they have crammed in enough features to keep it interesting and varied.

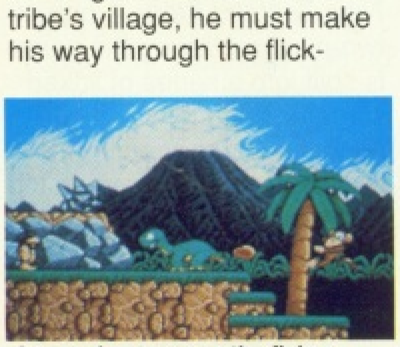


The enemy appear from within their caves or from similar bolt-holes, and every time they come into contact with our loin cloth-wearing hero, he is surrounded by a light aura which indicates a loss of energy.

ORIK



which are inhabited by all manner of cartoon-style reptiles and carnivores who patrol them mindlessly. Starting on the outskirts of his tribe's village, he must make his way through the flick-



Attempting to cross the fish-infested waters, a platform sequence must be completed.



screen play, bashing any attackers with his club and avoiding contact with the deadly creatures. Prehistorik begins the game with three lives in tow, the length of which is governed by an energy bar which is reduced every time the chaotic caveman bumps into his prospective lunch. However, on clubbing a creature to death, they promptly change into a bonus-giving bone or steak, which add to his score or energy respectively.

OUT CLUBBING As he progresses through each stage, the backdrops and creatures change to reflect the surrounding environment. Standing between him and a satiated appetite are the icy wastes of Antarctica, the dense foliage of the tropical rain forests, and a series of underground caves. Each contains larger and more varied assailants who require more and more hits before they stay dead. In addition, breaking up the route are a handful of larger creatures - including a massive Tyrannosaurus Rex and a rampaging Triceratops - and these must be defeated before his adventures can continue. On the whole, Prehistorik is a nimble chap who can be made to run, jump and club via the usual joystick movements and fire-button combinations. The main bulk of the game involves the clubbing of said creatures, but is also broken up by a series of platforms and similar problems which, if negotiated badly, result in the instant loss of one of his lives.

Work on *Prehistorik* is nearing completion, with the game up and running and about to be translated into English, and there are a few graphics to be tweaked, too. In the last few months, it has been scooping rave reviews overseas for its similarity to the aforementioned Mario series, Prehistorik will be reviewed next issue, so stay tuned to see how it fares.





Even at this early stage, the conversion is looking extremely good. In addition, Ronald and company are adding many novel features not in the original.





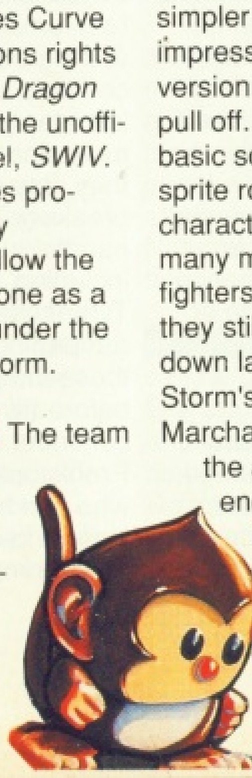
RODL

With SWIV currently selling like hot-cakes, Storm are set to follow up its success with the long-awaited conversion of Rodland. Steve 'Cutey-Pie' Merrett goes all silly and joins in the fun...

IN THE BEGINNING Another in the seemingly never-ending line of cutesy Japanese coin-ops, Jaleco's *Rodland* has been extracting money from the pockets of arcade-goers since its release in April 1990. Originally sporting the less than catchy title of *T&J*, *Rodland* stars two little pixie-like characters whose mum has been kidnapped by the oddly-named Maboot. Whether or not the unnamed sprites are male or female is left to the player's imagination, but what follows is an orgy of cuteness as the two heroes (heroines?) bash their way through the game's 30+ levels, armed only with a big rod (hence the title).

The licence to convert *Rodland* was actually signed to development house, The Sales Curve, over a year and a half ago when the coin-op was nearing the end of its development period. At the same time, the Sales Curve signed up conversions rights to *Big Run*, *Double Dragon III*, and announced the unofficial *Silkworm* sequel, *SWIV*. Together, these titles provided the necessary big-name titles to allow the company to go it alone as a full-time publisher under the new monicker of Storm.

STORM IN A TEA CUP The team currently toiling to convert all the features and cute touches of the coin-op are Ronald Pieket Weeselik, John Croudy, and Ned Landon, who started as soon as they had *SWIV* in the bag. Although *Rodland*'s gameplay and graphics are simpler than those of the impressive blaster, the conversion was just as tricky to pull off. 'When looking at the basic source code for the sprite routines, whilst the characters don't perform as many moves as, say, the fighters in *Double Dragon III*, they still have to run up and down ladders,' intones Storm's big cheese, Dan Marchant. 'This, coupled with the animations for the enemy sprites, takes up as much time as the intricacies of a beat 'em up or a racing game.'



Although the basic premise behind the game is original, Rodland's graphical style and a few of its gameplay ideas are similar to the likes of *Bubble Bobble* and *New Zealand Story*. A one or two-player mission, the game is split into a series of linked screens, each of which contains a number of platforms and ladders. Scattered on top of these platforms are several items of fruit, whilst all manner of strange creatures, ranging from inflatable lobsters to cute sharks, wander aimlessly about. Avoiding these deadly rubber monsters and their marauding buddies, the twins must collect every piece of fruit within



A mock up of two of the games mid-level guardians...



...these appear every six or so levels and bombard the twins with deadly flak.

Sweet And Sickly...

The Japanese are a funny lot. In all the cutesy games they have ever produced, including the likes of *New Zealand Story*, *Bubble Bobble*, *Rainbow Islands*, et al, the heroes are instantly appealing (with the exception of that sickening Tiki the bleedin' Kiwi in *NZS*), the assorted nasties are of similar loveliness. In addition, the games are also extremely simple in concept. Take *Rainbow Islands*, for example. It is just a basic platform romp, with a series of nasties thrown in for good measure, but somehow it has attained the status of a classic. The reason for this is the aforementioned simplicity, coupled with the novel scenarios and ideas implemented within them. After all, would *NZS* be so appealing if all the Kiwis, teddies and walruses had been replaced with soldiers and end-of-level tanks? Or if Bub And Bob were blowing up monsters with grenades? Probably not. Whether it's because we can't stand to see anything cute die whereas we couldn't give a toss about a handful of soldiers, I don't know, but I think that it probably has something to do with making the game appeal to all the family. Whatever it is, it certainly works so perhaps our Eastern chums can afford to be funny...







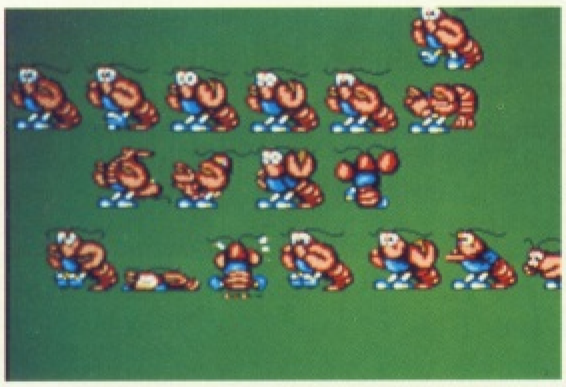
the screen before they can exit to the next. This seemingly simple task is made harder with the advent of disintegrating ladders and even more manic creatures, not to mention the occasional appearance of a larger guardian. When it came to assistance, Storm found that Jaleco were extremely helpful. As well as supplying notation on the in-game logic and the bare bones of the code, the Japanese coin-op manufacturer also sent several disks featuring the broken down components that make up the intricate backdrops. Unfortunately, on arrival, it was found that these individual blocks were so small that they were effectively useless, meaning that Ned then had to recreate each backdrop by hand – a laborious and time consuming task!

IFF-y GRAPHICS On the sprite front, though, things were considerably easier. Although serious work on *Rodland* has only been going on for just over a month, the graphics were ported over from the coin-op board via a PC and eventually into IFF format months ago. Once transferred, all that was required was for Ned to recolour them into the used palette, and they were then ready for use. Meanwhile, Ronald, assisted by John, began work on the skeleton of the game's coding using their trusty PC running Realtime's much-used *Snasm*. So far, the very basic logic systems are up and running, with Ned's screen inhabited by a series of extremely dim creatures. However, when the conversion is complete, the team are confident that, if anything, their nasties will be even more intelligent than their coin-op cousins. Until then, though, there's over three or four months work before it hits our screens in September. Could this be the ultimate cutesy conversion? 'You bet!' is the vigorous answer from Dan Marchant. Stay tuned and we'll let you know...

Rodland's graphics were ported over and completed during *SWIV*'s development.









ON YOUR DISK

Not content with making this issue the best to date, the CU Collection has been suitably expanded and is now full to the brim with all manner of hot games and useful utilities. First and foremost, we are proud to present you with yet another full-price game – the Screenstar-awarded *Gravity* – and this is backed up with a strong line up of Core's *Warzone* and the Boulderdash-inspired *Cave Runner*. Not to mention a wealth of useful utilities, such as Protracker, BIG CLI, and Stars and Stripes.

GRAVITY

Ever since Newton bruised a perfectly good Golden Delicious by bouncing it off his head, man has been fascinated by gravity. Even in the year 2320, man hasn't mastered its intricacies, but it is soon destined to play a key role in his forthcoming battle with the murderous Outies...

Stardate 01.2321...

Quite where the Outies came from nobody knows, but their thirst for the energy needed to power their craft has left countless planets bled dry. Their penchant is for sapping the very essence from black holes, and they are currently attempting to turn one of your home colonies nova. Unless you can do it to them before they do it to you, then the known universe is going to be thrown into the centre of the chaotic abyss. Thus, every one of the Outies must be taken out, and you can only rest once you have entered their settlement and turned their black hole power source back into a sun.

The game is set within a small section of the Milky Way, which, in turn, is made up of 128 randomly-created solar systems. This massive play area must be explored thoroughly and colonised as you do so. The colonists can then be used to create further supplies for the main gameplay task. The principal craft under the player's control is the Hawking scouter, but via a series of icons (see later) another fifteen ships can be navigated and controlled.

Controlling Your Fleet

Gravity is a predominantly mouse-controlled game, and its many options are accessed via double clicking on the required icon. The bare bones of the game are made up of a series of windows, each of which contain relevant information on the current goings-on, and can be opened and closed in the same fashion as those of an ordinary workbench menu (ie. clicking in the top-left corner to close an opened window). The main play area is broken up into a series of key options which surround the main play area, and these are:

1. **The Long Range Radar.** The shades of colour represent the strength of the surrounding gravity. Blue is the colour to watch out for as it indicates a black hole, whilst grey and green represent suns and planets respectively.
2. **The Ship's Computer.** Double-clicking on this icon opens up a series of game options which allow you to save your current position, review your orders or buy new equipment, change key game options (not recommended for beginners), and program your drone ships.
3. **Star Drives.** A choice of five propulsion systems are available, and each is selected with a single click on the required panel. Ion drive gives low but constant acceleration, and is useful as

THE EXTRAS:

THE WEAPONRY

Selected from another window, the ships are armed with four categories of weapon style:

Energy Weapons, which comprise lasers, a nova gun, and a meson cannon.

Missiles, which must be selected and placed into an empty weapon block before firing, and of which there are eight styles: Fusion (standard), Shafter (creates a gravity epicentre which tears anything within it apart), Short burn (limited thrust), Constant Acceleration (goes on until it hits something), Free Fight (travels in the direction launched), Homing, Contact (touch sensitive), and Timed.

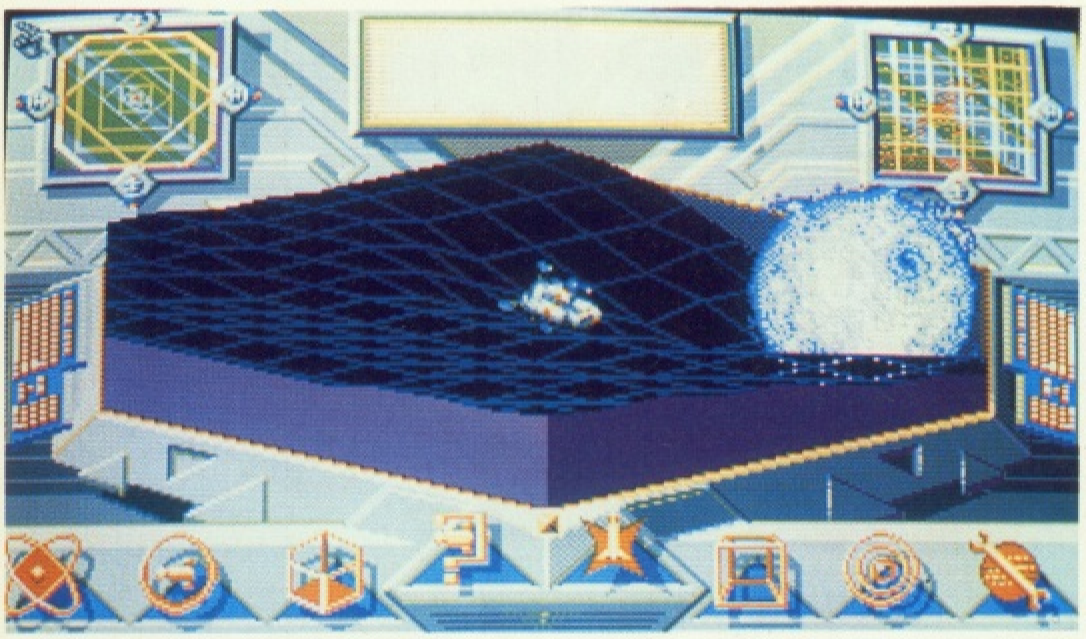
DEFENCE SYSTEMS

Again, selected from another window, these provide essential protection from the Outies:

Drones are pre-programmed and are used to confuse the enemy and must be selected and put in an empty tube for use. In addition, the Black Globe Generator projects a protective barrier around the ship – but not for long.

DISK fourteen

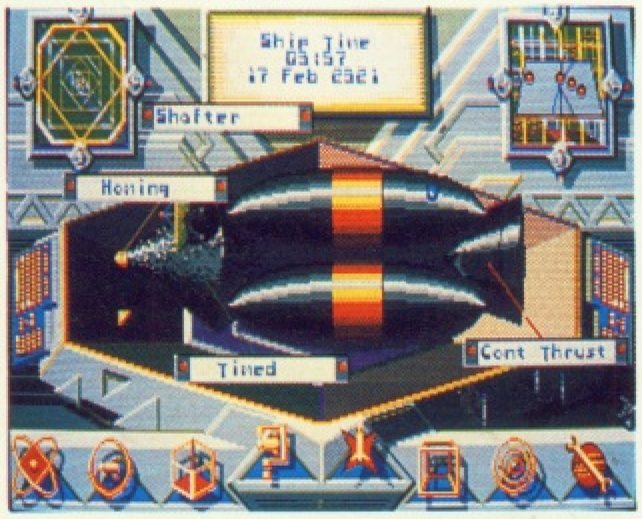
CU goes gamescrazy with its latest jam-packed disks. This month we've got a sizzling full-price game to give away – Mirrorsoft's stunning sci-fi strategy shoot 'em up!! Released last year, we gave the game a high-scoring mark of 89% and a Screenstar! Play on...



a back-up drive. Lightsail has the advantage of requiring no internal power, and uses the solar winds to propel it along. The Bussard Ramjet is extremely common and uses its magnetic field to gather hydrogen which its fuses for critical mass. The Orion System uses a series of bombs which are detonated and the thrust generated into power. The Gravitic Warper is the powerhouse of drive systems and although it isn't especially reliable, it is fast and useful for tricky spots.

For long range jumps, the Collapsar Jump is particularly useful for chasing Outies to their home zones. Basically, the ship is dematerialised and reformed in its desired position, without the hassle or tedium of travel.

4. The Grid. Basically, this is a computer-generated version of the space around you – known as Einstein-Minkowlski Four-Space. The plane of the grid represents the three spatial dimensions (X, Y, and Z) and all the surrounding planets and suns can be seen here and are recognisable by their colours – for example, green and red suns are obviously green and red, whilst blue stars are dark blue. On the planet front, a Terran sphere is cyan, a rocky planet brown, and a gas giant magenta.



5. Damage Indicators. Shows a 3D image of your craft, and any damaged sections of the ship are shown glowing red. Most damage is self-repairing, but for the likes of the drives and defence systems, along with the weaponry, these must be replaced on visiting a stockist.

6. The Holotank. This gives a strategic display of the arm of the galaxy you are currently in, and allows you to gain info on key areas and the star systems within.

7. Radar Selection. See individual radar sections.

8. Tools. Used for colonising and terraforming the many planets within the system. These are split into four basic units: A Colony Module, the Cygnus and Genesis units, and a Remote Engineering Device. An inventory of your terraforming capabilities can be selected by clicking on the 'I', and this opens a scrolling window from which the required module can be selected.

The Colony Module is all you need to colonise a planet, and your ship carries four to begin with. The Cygnus forms a Collapsar from any sun or gas giant, but as you only have one, use it wisely. The Remote Engineering Droid (RED) is instrumental in the collapse of the Outies regime, and can be programmed for the task of turning their black hole back into a sun. You begin the missions armed with six REDs. As in the film Star Trek II: The Wrath Of Khan, the Genesis Device is used to turn previously barren and inhospitable planets into lush, inhabitable paradises.

Finally, further additions can be made by buying equipment from one of the many colonies within the play area. The necessary money is collected through battle, with pounds given for every hit you strike home.

ANYTHING ELSE

Information on the specific Outie ships can be found within the game, and describes key members of the mysterious species. As a rule, it is recommended that the novice player leaves the control settings as they are. There are a series of missions within the game – keep your eyes peeled. Launch drones to take out the Outies if you are on a mission. Always explore the outer borders to keep an eye on the Outies' movements. The programming of the drones is performed using a language called COL. This is fairly self-explanatory, and the individual commands can be selected and chosen using the mouse. The controls are: Orbit, If, Fire, Hold, Approach, Lock, Flee, Mode, Do, Enddo, Exit, Nop, Goto, and Land, and each must be followed by course settings before they will work.

LOADING **Inserting the Gravity disk into the Amiga will prompt it to auto-boot, whilst the second disk will unfold its many contents via an option screen. The mouse pointer is used to select which of the demos or utilities you wish to load, or, alternatively, the relevant 'F' keys can be used. Once chosen, the utility or demo will then auto load.**

THE CU COLLECTION

9. Ship Status. Shows ship time, real time, your current location, battle data, elapsed time and nominal status. In addition, any other relevant info regarding your sixteen ships can be found here. Cycle through each of the options by clicking on either of the display keyboards.

10. Short Range Radar. Used primarily for combat purposes, this shows you what is in the immediate vicinity and displays the surrounding area as a grid.

ROSS GOODLEY

Gravity is the brainchild of Ross Goodley, whose fascination by gravity prompted him to write the game. From the start he was adamant that it wouldn't be just another shoot 'em up. In all, *Gravity* was in development for a year, and although the basis of the game was decided relatively early on, Ross's main problem was how to present the game onscreen. After *Gravity*, he started work on a series of 3D routines, and these have now evolved into his next game, *Drop Soldier*.

Combining a realistic 3D environment with RPG-style gameplay, *Drop Soldier* has been pencilled in for a November release, and Ross is hoping to make it his biggest game yet. Starting as a 1st rank soldier, the game sets the player a series of night and day missions where a series of objectives must be taken out or captured. In addition, Ross is incorporating a modem link-up option where he hopes up to 16 players will be able to participate in one large mission.



WARZONE



Fans of wanton death and destruction are more than catered for as we proudly present a massive section of Core Design's vertically-scrolling blaster, *Warzone*. The final game is played over eight massive stages, and we can exclusively present you with a lengthy taster of what to expect. The game is an *Ikari Warriors*-based shoot 'em up which can be played by one or two players, and the basic aim of the final version and our demo is to yomp up the screen, killing anyone who gets in your way and avoiding both the enemy soldiers and their flak.

Our section-is lifted from the second level, and is set within the enemy's fortified base. The joystick is used to guide the two main sprites across the deadly terrain, with the firebutton prompting a short burst from whatever weapons they are holding. Initially, the two soldiers are armed with a small rifle, but along the way small metallic crates can be shot and their more effective contents collected. Among the weapons available is a flame-thrower, a grenade launcher, and a very rare missile launcher which sends a series of homing missiles towards their moving targets. In addition, each of these weapons can have its effectiveness and potency upgraded up to four times. This is reflected in the number of shots a weapon fires at once, and also reduces the number of hits it takes to wipe out each enemy soldier or installation. However, should either of the two guerrillas get hit by the plentiful enemy fire, the last enhancement is lost, as is the weapon when the player is killed.

The enemy appears in many shapes or forms, and range from footsoldiers to ground emplacements which can only be taken out with grenades or an upgraded weapon. Both the characters can withstand up to three hits from the enemy, but any more than this results in the loss of one of their three lives. At the end of each level it's a face-off against an end-of-level guardian or station. Happy blasting!



CAVE RUNNER

Fans of First Star's classic *Boulderdash* are well catered for as we present an updated version of the old fave. Controlling a rotund cave mite, the player has been set the task of clearing a number of screens of their valuable booty. These gems lie scattered throughout the scrolling stages, and must be collected within a set time-limit. However, a series of strategically-placed boulders are in the way, and must be negotiated so that they don't crush our little fat hero. Add to this confusion, bombs, insects and other deadly miscreants, and you have a real brain and reflex stretcher.



WON'T LOAD In the rare occurrence that your disks don't load, try removing any external drives or cartridges before reloading. If this still fails, then pop the disk into an envelope and address it to : CU Disk Returns, PC Wise, Merthyr Industrial Park, Pentreebach, Mid Glamorgan. CF48 4DR.

ANDNOW...

Smutty Software

Ten games with dubious content!

1. North And South – Click on the photographer's bum, and hear him giggle!
2. Dynamite Dux – Type in the word NUDE for the game equivalent of H&E
3. The Kristal – If Dancis is left alone for too long, he drops his cacks
4. Viz – 'Nuff said
5. Defender Of The Crown – Medieval bonking, armour and all!
6. Leisure Suit Larry Series – The perils of the single life. 'Nuff said again
7. IK+ – Complete with mooning fighters
8. Insects In Space – Put some clothes on, that woman!
9. Barbarian I and II – An early version had Ms. Whittaker running around unclad
10. Bar Games – With the wet T-shirt sub-game

TEN GAMES THAT WE REALLY REALLY WANT TO SEE. . .

1. Impossible Mission III
2. Willy Meets The Taxman (Jet Set Willy II)
3. Starquake II
4. Bionic Commando II
5. Elite II
6. Rocket Ranger II
7. Something Else Came From The Desert
8. Kick Off III
9. Thing On A Spring III
10. Gribbly's Day Out II

FIVE YEARS AGO...

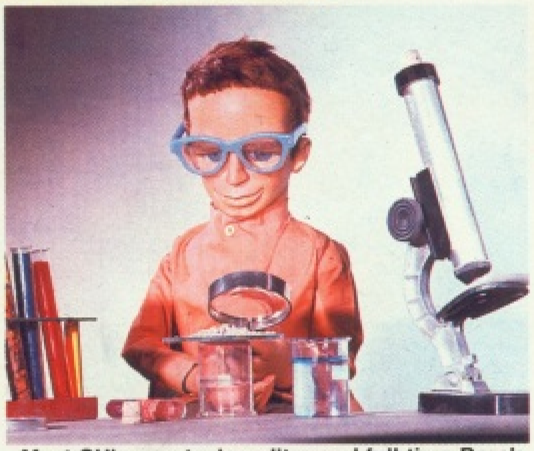
Virgin gets cash boost from Branson and buys New Generation and Leisure Genius.
Commodore sell their Corby factory.
CRL's ill-fated Tubular Bells light show appears.
Reviews of V, Spindizzy, Starquake, Cauldron II, **and** Leaderboard **(Steve Merrett worked in a computer shop at this time, and reckons it was a golden age for games).**



Cinemaware's classic Nazi beat 'em up, *Rocket Ranger*: A game just crying out for a sequel.

What The Team Are Playing This Month...

Steve James: Search For The King, Trial By Fire, Beast Busters
Dan Slingsby: Drip (PD Game), Cave Runner (PD Again), Das Boot
Steve Merrett: Beast Busters, Navy Seals, Warzone
Mark Patterson: Mega Traveller, Bard's Tale III, The Famous Five
Andy Beswick: Doctors And Nurses, Search For The King
Fiona Keating: R-Type 2, Cohort, Mega Traveller



Meet CU's new techy editor and full-time Derek Griffith lookalike, Mat Broomfield. Mat lists his hobbies as grave-robbing and eating.

AMIGA TOP TEN GAMES

1. Fantasy World Dizzy	Codemasters
2. Lemmings	Psygnosis
3. PGA Tour Golf	Electronic Arts
4. Speedball 2	Mirrorsoft
5. Gods	Renegade
6. SWIV	Storm
7. Final Whistle	Anco
8. Little Puff	Codemasters
9. Treasure Island Dizzy	Codemasters
10. Viz	Virgin Games

VIDEO VIEW

CAPTAIN AMERICA

20/20
Available to Rent Now

We've had the video excursion of The Falsh, and now it's Captain America's turn to hit our small screens – or will we be hitting our fast forward buttons? Matt Salinger plays the eponymous hero, and his favourite country is under threat from the Nazi-loving Red Skull – whose evil SS intentions make Hitler's seem like a walk in the park. The Skull has targetted a series of missiles on the White House, and encased within the explosive nose cone is a deadly virus which will eradicate all local life within minutes. As the silly story unfolds, the good Cap ends up strapped to the missile as it's launched, and causes it to misfire and land in Antarctica. 50 years on from this impromptu break, Cap reappears as does – no surprises here – the thwarted Red Skull. Not exactly taxing stuff, but adequate fare for super-hero and comic book fans alike.



FACE OF FEAR

Warner
Available to Rent Now

I have a nasty feeling that this won't get seen by that many people, which is a pity as it's far better than most of the direct-to-video tat out at present. TV's Matt Houston (AKA Lee Horsley) stars as an editor of a climbing magazine who suffers from what may be a slight problem considering his chosen career – he's afraid of heights! Also, adding to his insurmountable (boom boom) problems, he's also psychically linked to a marauding serial killer. Within his mind's eye, he can see the exact method the killer uses on his victims, so to try and keep his minf off it he starts to work all hours - until, in a scene similar to that of Die Hard, a group of killers break in and chase the hero and his girlfriend to the top of the building - killing anyone who gets in their way. Thus, the vertigo-suffering hero must beat his fear and the bad guys. A fast paced thriller, Face Of Fear is well worth a watch.

TEN GOOD LICENCES THAT WERE MADE INTO DUFF GAMES

1. **Laurel And Hardy – CRL**
2. **The Rocky Horror Show – CRL**
3. **Judge Dredd – Virgin (Twice!)**
4. **Eastenders – Brittannia**
5. **The Archers – Brittannia**
6. **Friday The 13th – Domark**
7. **The Evil Dead – Palace**
8. **Street Hawk – Ocean**
9. **Battle Of The Planets – Microgen**
10. **The Punisher – The Edge**



Gratuitous use of photos (1 in a series of 700). Tom Glenister's method for meeting foxy chicks...

THESE ARE A FEW OF OUR FAVOURITE THINGS...



Steve James: Bird's Trifle, Fags, gallons of Snakebites, health farms, his Geoff Love war movie soundtrack LP, and his Fez.

Dan Slingsby: His Barbie collection, Sherbert Fountains, his record collection, a limited edition Co-Op Father Christmas money box, his World League sweat top, and Nottingam Forest.

Mark Patterson: His guitars, McDonalds, his orange tanktops, Foreign Lager, and his collection of Bod videos.

Steve Merrett: His Doctor Who and Horror videos, Kentucky Fried Chicken, his incontinence pants, his Fangoria magazines, and his bed.



Matt Broomfield: His cuddly Garfield, studded leather undies, a collection of Terry Pratchet books, his music collection, and his collection of bus timetables.

Fiona Keating: A signed picture of Valerie Singleton, her Chesney Hawkes LP, a copy of Valerie Solanas' SCUM manifesto, and her 1965 Beezer annual.

Andy Beswick: Matt black Zippo lighter, a Village People LP, his Elvis clock/mirror, and a sticky Ninja Turtle for his car.

Remzi Salih: Her Demis Rousos records, kebabs, and her unicycle.

Tom Glenister: Grow It Big cream, Caroline Wood (phwooooaaar!), his XR2i, his blow up Paula Abdul, and anything to do with planes.

David Corrie: Courgettes, his used raffle ticket collection, The Freak Brothers comics, Vodka enemas, and his bendy Count Duckula.





Quite why Steve James and Mark Patterson sob uncontrollably without their Star Trek chess pieces and 'leccy guitar is quite beyond us.

REPOSSESSED

Guild

Available to Rent Now

After her starring role in the first two Exorcist films, Linda Blair's career took a massive turn for the worst. Now, though, assisted by Airplane! veteran Leslie Nielson, she is back in this spoof of the popular horror classic. When you bare in mind what the writers of Airplane! achieved in their two spoofs, the Exorcist films offer tremendous opportunities for the same visual and one-line humour. Blair is once again a woman possessed, and Nielson is Father Mayii (yes, of course you can!) who has been sent to exorcise her. In addition, Ned Beatty (who also appears in Captain America) is a TV evangelist out to exploit the possession for all it's worth. The usual jokes make an appearance, but the whole film is a missed opportunity, with very little to redeem it. The pea soup does make an appearance, but, in the end, this one doesn't stand the Devil's chance.



HOWLING VI

Palace

Available to Rent Now

Beating the Halloween series in terms of sequels and rapidly catching up with the Friday The 13th saga, this, the sixth, in the long line of Howling films is every bit as bad as the last four films. Joe Dante's original was a brilliant werewolf film, and the sequels have gone off at a tangent with very weak stories which have nothing to do with the original. Using the well-worn idea of a freak circus, Howling VI centres around the last remaining werewolf and his battle with the freak owner who killed his family. Needless to say, the FX are ropey, the story dull and the film best avoided.

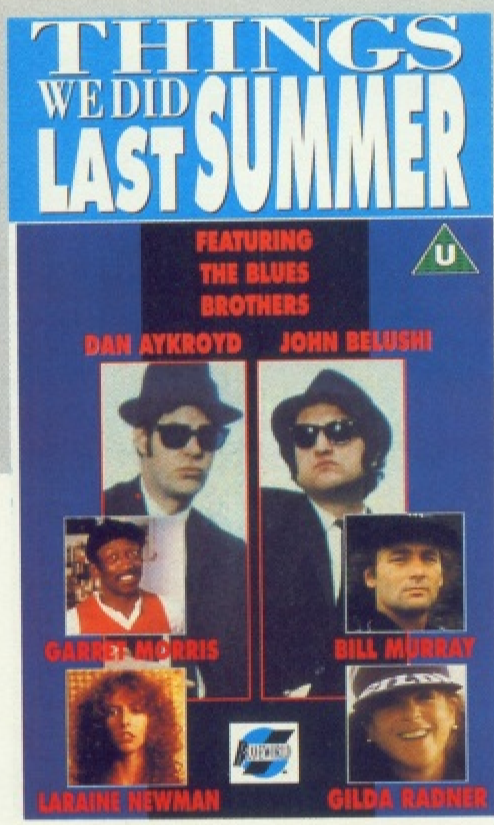


A fine example of the utterly crap special effects in the Howling 6.

AND NOW...

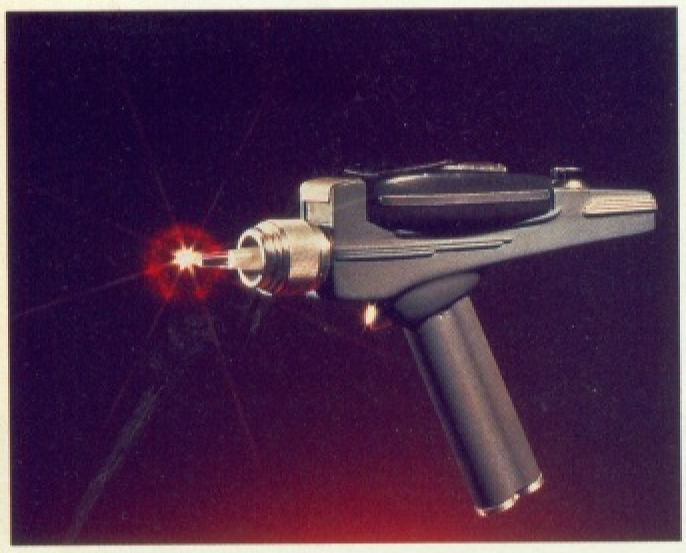
JUST A LITTLE BLUE FOR YOU

Things We Did Last Summer is the title of a sixty minute video featuring the Blues Brothers. Considering the reputation of the gruesome twosome, it is surprising if they can remember anything at all! The film contains unreleased footage of Dan Ackroyd and John Belushi performing their anarchic and wild routine live on stage. If that isn't enough to tempt you, then there are also comedy sketches from Bill Murray.



A STUN OF A GUN

OK, so you've got the Mr Spock hairdo and undergone plastic surgery for those cute pointed ears. What more is there to life? The special accoutrement that no self-respecting Trekkie should be without. An original '60s phaser gun from probably the best sci-fi cult TV series. It recently fetched an auction price of more than £4,000 at Christie's. A small sum to pay for being able to stand in front of the mirror and repeat Captain Kirk's immortal line, 'phasers on stun, gentlemen.'



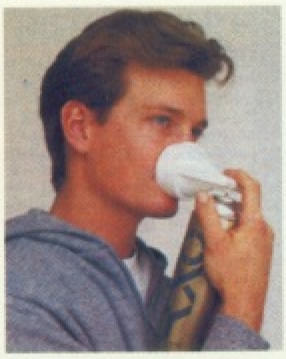
THE TECHY TEN

The top-selling Amiga peripherals – supplied by Silica Shop:

1. **Citizen Swift 24**
2. **Philips 8833 Mk II**
3. **ATonce-Amiga**
4. **A590 with 2MB RAM**
5. **Commodore MPS1270**
6. **Citizen 124D**
7. **Roctec Genlock**
8. **Commodore A501**
9. **ICD Adspeed**
10. **ICD Ad IDE**

FLY ME TO THE MOON

Life getting you down? Is the ennui too ennervating? Why am I using such big words? Perhaps a shot of Oxycan, instant energy in a can, is the missing factor. One snort of this and apparently you will feel renewed, relaxed and clear headed. Oxycan comes with an integral mouth mask,to boost your energy levels and take a welcome break from stale, polluted air. Use it before or after a physical work out or to invigorate a body and mind jaded from too many hours of shoot 'em ups and strategy games.





COME INTO MY PARLOUR, SAID THE SPIDER TO THE FLY

After nine hours of continuously playing Exterminator, you know it's time to stop. An idle look at the ceiling reveals an enormous arachnid lurking in the corner. Thank goodness for Katcha Bug - the phobic's answer to creepy crawlies! In contrast to the game Exterminator, which uses a giant fist to kill the bugs, Katcha Bug involves no bodily contact with the beasties as it has a 36" handle. The spider scoop is operated by a finger trigger, so the beasties can be safely let out of windows - to bother your next door neighbour instead. Fantastic!

DESTRUCTIVE READING

After seeing the film Predator, I'll bet you're all just champing at the bit to read the book. A novel of true literary genius, Predator, written by Mark Verheiden, seems destined for the 'A' level syllabus in the future. The plot is set in New York. An alien killing machine is on the loose - but what else is new? Available on the Titan label, Predator is being released in an uncanny coincidence with the launch of the film sequel. Ring Nick Griffiths on 833 3777 for copies at a price of £7.50.



I'VE GOT THE POWER

Longer arms can be yours for the mere cost of £229.99! Simply carry the latest Philip's portable CD/cassette player all day. The goal to strive for is to tie your shoe laces without bending down. A word of warning. Remember to give both arms equal amounts of time. The machine has an essential quality needed in a ghetto blaster - it plays very loud. It also features a remote control facility, which seems unnecessary if you have been doing the above exercise...

GROUND CONTROL CALLING MAJOR TOM

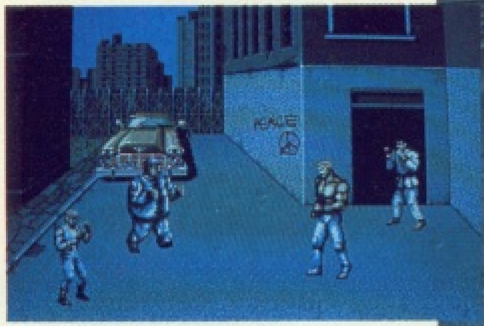
A TV in the shape of an astronaut's helmet is ideal to watch films like 2001, A Space Odyssey, Star Wars, a seventies David Bowie concert, etc, etc. The 'Discoverer' from Philips, has all the latest mod cons including a detachable black visor to reduce the glare on world weary eyes. A sleep-timer will switch off the TV when you depart for the Land of Nod while watching The Sky At Night.



FIRST IMPRESSIONS

The mists of time start to part and – lo and behold! – CU is there to take a peek at what the future holds...

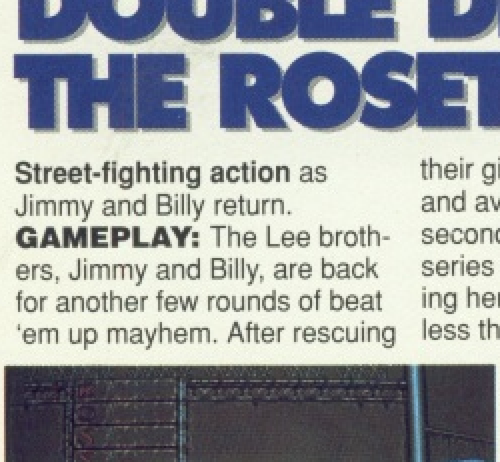




DOUBLE DRAGON III- THE ROSETTA STONES

Street-fighting action as Jimmy and Billy return.

GAMEPLAY: The Lee brothers, Jimmy and Billy, are back for another few rounds of beat 'em up mayhem. After rescuing their girlfriend in the first game and avenging her death in the second, the third game in the series sees the two street-fighting heroes embarking on no less than five missions, made up of fourteen street-fighting stages,and require them to retrieve the mysterious Rosetta Stones of the title. These missions involve battling through five key countries and deposing the evil leader who awaits you at the end. On later levels, they encounter the alien menace behind the upsurge of violence.



PLUS POINTS: The graphics in *DDIII* are by far the most detailed of the entire series, with dark, oppressive colours, yet still manage to be varied thanks to the many different locations – with suitable landmarks from each country visible in the background. In addition, more offensive moves are now available to the twins, adding to the current range of kicks and punches.

BEHIND THE SCENES: Work on *DDIII* began four months ago, and is in the capable hands of Storm's in-house team. The graphics are being recreated using the ever-popular *DPaint III*, whilst the coding is being performed on a PC and Snasm-based workstation.

FIRST IMPRESSIONS: The main problem with the past two *Double Dragon* games was that they were far too easy and too repetitive. Storm hope to rectify the former problem with rigorous play-testing, and the latter will hopefully be overcome thanks to the addition of more opponents and larger and weirder guardians. Come what may, *DDIII* looks like an extremely close conversion, so let's just hope that Storm can beat the limitations imposed by the coin-op.

147

Virgin and Archer Maclean **go snooker loopy**.

GAMEPLAY: Up to now, Firebird's *3D Pool* has been the only attempt to recreate the wonders of the green baize in glorious 3D. The limitations for this are obviously because of speed, as was sadly apparent in the aforementioned *Pool*, but now veteran 8-bit programmer, Archer Maclean (he of *IK+* fame), has managed to recreate Snooker's many intricacies in a 3D environment. All the usual rules and tactics apply, but Archer has managed to incorporate a full complement of shots, tricks and options. In addition, he has also managed to squeeze in a number of views which allow the player to view their shots from afar or from directly behind the cue ball.



PLUS POINTS: The most striking thing about *147* is the speed of the 3D. Whereas *3D Pool* crawled along, *147* fair whizzes across the table without a hint of slowing down. In addition, backing up this impressive showcase of speed are a full range of shots, all of which are instantly accessible from a simple-to-use icon panel.

BEHIND THE SCENES: Archer Maclean first hit the games scene with his incredible *Stargate* clone, *Dropzone*. Initially writing for the Atari 8-bit machines, he eventually moved over to the 64 where he wrote both *International Karate* and its sequel *IK+*.





Multi-stage action in Gremlin's mythical adventure.

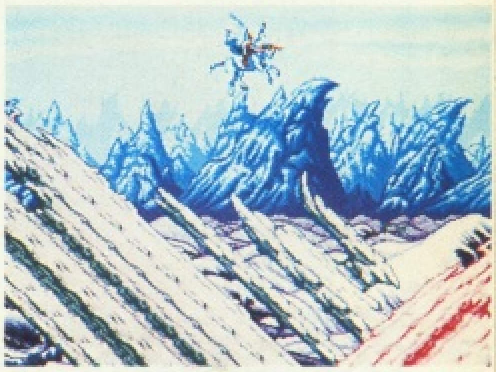
PEGASUS

Shoot 'em up horseplay from Gremlin.
GAMEPLAY: A cross between *Black Tiger* and an ancient Durrel game called *Thanatos*, *Pegasus* is a six-stage shoot



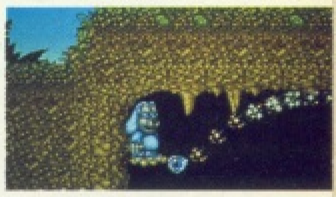
'em up-cum-platform game, in which the player assumes the role of Percius, a noble warrior, and the only man capable of stopping the new waves of attacks from the forces of evil. Satan himself is intent on making an appearance, and has imprisoned the souls of the six most important beings – including Mother Nature and The Grim Reaper - and is set to lock them away for ever.
PLUS POINTS: The two styles of gameplay offer a nice balance, and graphically the game is very impressive. During the horizontally-scrolling Pegasus-based screens, the backdrops are set against some stunning parallax scrolling, and the assortment of sprites during the interim fighting scenes are every bit as impressive.
BEHIND THE SCENES: *Pegasus* is the brainchild of Neil Hill and Adrian Ludley who first approached Gremlin with the idea six months ago. Gremlin's PR guy, Ian Richardson, had known the duo for several years, and they used his influence to get the game seen by Gremlin's in-house development team. Originally, the game was going to span twelve levels, but as worked progressed it was gradually expanded into six worlds made up of fifty game stages.
FIRST IMPRESSIONS: On first sight, *Pegasus* is a very nice looking game, and this immediate appeal is backed up by some very playable levels. Gremlin are a bit unsure about some of the animation on the main sprite – particularly during the battle sequences – but they assure us that these will be rectified before the game is released. The six levels are long and tie in with the general theme of their kidnapped guardians, ie. a dead and grey area for The Reaper, and a massive war-torn area for The Master Of Tactics.





FIRE AND ICE

Mirrorsoft and Graftgold **blow hot and cold.**
GAMEPLAY: Starring a cute, long-eared puppy, *Fire And Ice* is a multi-stage platform affair, with the cutesy dog pursued by all manner of fiery demons. The scenario details how the world has been invaded by these flame creatures, and are consequently trying to kill off anything in their path. However, born in the frozen north the puppy is armed with a selection of suitably cold weapons which can be used to kill the assailing invaders. The resulting action then follows the brave canine's adventures as he pegs it across the numerous scrolling stages, collecting bonuses and evading sudden death.
PLUS POINTS: Both cute and instantly appealing, *Fire And Ice* looks as if it could be the closest thing to a decent console-style game for the Amiga. Graphically, it is typically Graftgold, with exceptional use of colour and cute and appealing sprites. In addition, the game is easy to get into, yet hard to master.



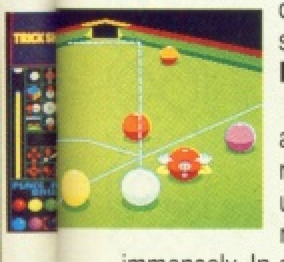
BEHIND THE SCENES: *Fire And Ice* marks Graftgold's first game written specifically for the Amiga. Andrew Braybrook, the chief coder behind *Ice* has been meaning to get to grips with the machine since *Paradroid '90*. He originally intended to write a *Turrican*-style blaster which eventually evolved into *Fire And Ice*.
FIRST IMPRESSIONS: Mirrorsoft are stating that *Fire And Ice* could be Graftgold's best game yet, and we think they may be right. Andrew Braybrook, Jason Page and Phillip Williams have put together a really neat looking game with bags of addictivity, ensuring that it will be one to watch.





Cute but deadly action in Graftgold's newie.

Logically, it was *IK+* which also gave Archer his break into the world of 16-bit programming, but once he had finished it he seemed to disappear – until now.



FIRST IMPRESSIONS: *147* is a stunning looking game, and plays at an incredibly fast rate. The controls are easy to use and the trick shots and panning options add to the fun immensely. In all, for fans of Snooker, this is going to be one to watch.

SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

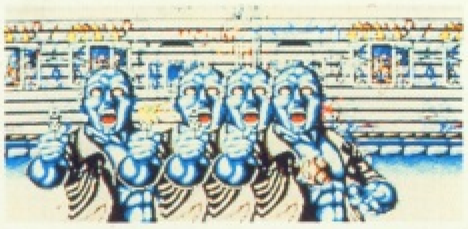
0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

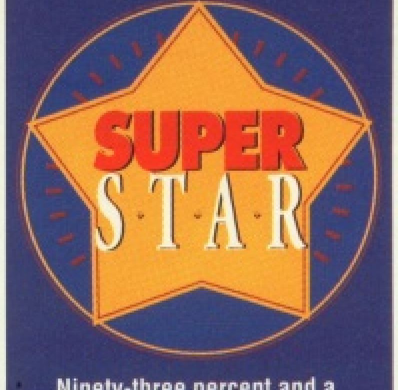
Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	







Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

SWEET TEETH

STEVE JAMES: Never one to pass a pud, Steve's fave sweets include Semolina with a healthy dollop of jam on top, Bread pudding, Bird's Trifle, Honey Sponge Pudding, Angel Delight, Cheese Cake, Ad Infinitum... And his excuse for seconds is that he's a growing boy!

DAN SLINGSBY: Coal ranks as Northerner Dan's fave sweet, but he's also been known to swallow a spoonful of treacle pud and semolina. Followed by anything by Mr. Kipling, which is why he weighs forty stones.

STEVE MERRETT: The git's Mum's Tapioca and those 'make in seconds eat even quicker' Lemon Crunch puds occupy Steve's considerable eating hours. Followed by Mr. Kipling's Country Slices, Sorbet, and loads of Angel Delight.

MARK PATTERSON: Spotted dick is Mark's favourite pastime, but enough about his busy social life. In the meantime, Mark's prone to snacking on jelly, Apple and custard strudle, frozen strawberry mousse, and McDonald's choccy doughnuts.

ANDY BESWICK: Andy's top desserts include cheesecake and blackforest gateaux, but that's about it really, and he wants it to be known that he hates semolina. So pop him some in an envelope and send it here marked: ANDY BESWICK...

MATT BROOMFIELD: New boy Matt has been busy organising all the techy stuff this month, but has still had time to cram in huge helpings of arctic roll and knickerbocker glories.



BEAST

The undead are rising from their graves to devour the living. Quite who is behind their revival is unknown, but only one man can save us, Steve Merrett. Basically, we're doomed...

'BUSTERS





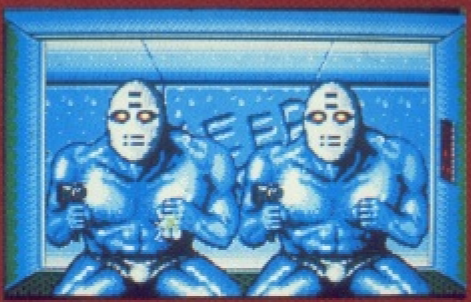
As you move deeper into the undead's lair, weapons such as electricity bombs and scatter grenades can be collected.



The *Beast Busters* coin-op was one of the more inventive machines to be released last year. Although the basic gameplay was only an extension of the well-worn *Operation Thunderbolt* theme, *Beast Busters*' grisly scenario and big and gory graphics ensured it was a sure-fire hit - and its massive, three Uzi-toting cabinet ensured that it couldn't be ignored. Now, after a development time of some eight months and the disappearance of Activision, the Amiga version is finally with us. The B-movie-esque scenario starts in a suitably creepy way, with the disappearance of the inhabitants of a small, desert-based town. Reports show that the town's people had no previous history of odd behaviour and therefore there is no conceivable explanation for their mysterious vanishing. Thus, a party of three specially-armed investigators have been called in to locate the whereabouts of the missing people, and resolve the mystery behind their sudden disappearance.

Somehow, *Beast Busters*' development team, Images, have managed to cram nearly all the original game's features into the Amiga's comparatively humble memory. The only major difference is the reduction of the original's three-player mode down to two, but as far as I can see, everything else is there. As mentioned, the gameplay is basically an extension of the *Operation Wolf* and *Line Of Fire* style, and the game's controls are essentially the same, with the mouse or a joystick used to control the on-screen targeting cursor. The left and right mouse buttons fire a gun and lob ➤

Each of the awesome end-of-level guardians make a dramatic comeback during the climatic final stages.







As the ghostly subway train pulls into the station, it brings a fresh legion of blood-thirsty zombie commuters.

FILMS THAT BITE

During the video boom of the early eighties, horror films went through something of a rennaisance. Films such as Wes Craven's 'Last House On The Left' and Lucio Fulci's 'Zombie Flesh Eaters' appeared, lined up alongside such diverse titles as 'Absurd', 'House By The Cemetery' and 'Evilspeak'. Due to the violent nature of these films, a body of censors were banded together to cut out any scenes that may offend the public. The main reason for this was to stop minors from viewing the gory works of Fulci and Co. and to stop people from copying the scenes that they were watching. This in itself is a tender subject, with very little actual evidence to link horror films to certain killers, but the cuts were made, and from 1982 onwards every film had to undergo the scrutiny of the newly-formed committee. Such casualties of this era – the much-touted 'video nasties' that kept hitting the headlines and which are now extremely sought after in their uncut forms – were the aforementioned Fulci film, and 'Cannibal Ferox', 'Don't Answer The Phone', and 'Nightmare In A Damaged Brain' – not to mention the now infamous (and extremely tame) 'I Spit On Your Grave' and 'Driller Killer'.

America also formed a censorship board around this time, too, the much-criticised MPAA. They instigated an 'R' rating, which meant that anyone under seventeen couldn't watch the film. However, any movies that failed to reach this rating had to be sent for cutting or doomed for an unrated release – which unfortunately meant that they cannot be advertised or go on proper release – effectively killing any chance of the film succeeding. For the foreseeable future, the only way to see the banned films is via the underground network where illegal copies sell for small fortunes. This is a pity as, compared to the likes of Rambo III and even the Turtles, 'Zombie Flesh-eaters' and 'City Of The Living Dead' would now be deemed almost acceptable but are doomed never to be viewed by fans of the genre again.




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BEAST BUSTERS

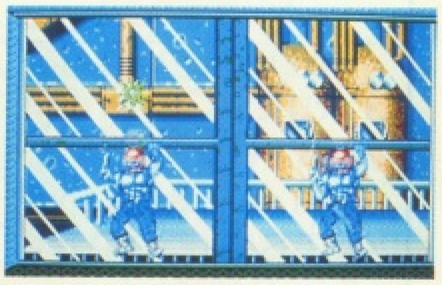
grenades respectively. Starting in an apparently deserted garage, the screen scrolls both horizontally and towards you, bringing with it the amassing hordes of the undead. Far from being the shambling zombies associated with the Romero films, *Beast Busters*' undead are semi-intelligent and attack using guns, knives, and grenades, whilst using jeeps to evade your weaponry. Unless the oncoming projectiles are shot or avoided, the player's energy will be steadily reduced and if it is totall) exhausted, then the game is ove and one of your three credits is lost. Similarly, in addition to the waves of zombies, further hazards appear in the shape of rabid dogs and similarly manic wildlife, but, as with the zombies, repeated shooting ends their menace with a satisfying explosion of grue. As you make your way through the level, extra ammunition supplies are dropped from the top of the screen and are added to your inventory when shot, and are essential for the oncoming face-offs with the massive mid and end-of-level creatures.

As progress is made through the game's seven stages, the mystery behind the locals' disappearance is slowly unravelled as the riverside action gives way to a claustrophobic cavern network which houses a number of larger creatures and a strange laboratory. Oddly enough, whilst *Beast Busters* is quite simply *Operation Thunderbolt* et al with zombies replacing footsoldiers and gunners, it's the scenario that helps make it so appealing. As the story unfolds, it adds to the already strong playability of the game and entices you on for another go. In addition, Images have performed wonders with the game's presentation, and the assorted zombie sprites are large and relatively well-animated with no loss of speed. On the sound front, the game features effects and tunes taken directly from the coin-op, and these add to the atmosphere and create a loud and bloody crescendo. Basically, *Beast Busters* is a fine conversion which doesn't house an ounce of originality, but is one of the best of its kind.

Steve Merrett



Birds carrying zombie attackers should be shot, causing them to drop their passengers.



The two player option equals double the gore and twice the fun. Blast away!



The first guardian mutates from a vicious slavering punk into a rabid and snarling wolf.



The action moves onto a glass-doored elevator. When the doors are blown out the undead disembark and begin their deadly advance.



ORIGINS OF THE DEAD

The origins of the undead can be traced back to the beginnings of the voodoo religion and are shrouded with mystery. However, whereas the media view of a zombie is that of a flesh-eating ghoul with no apparent motive for its rising, real zombies are hypnotised people used for slave labour by cult leaders. A system used to overcome subversives and to deal with enemies, the would-be victim has a series of toxins added to their food and consuming these renders them unconscious. As an example, their body is then buried for as long as two months, with sufficient air holes to allow them to breathe. With the toxins keeping all of the body's functions down to a minimal level, the victim can survive without food or water, and on leaving the catatonic state the toxins will have caused extensive brain damage, leaving them as useless vegetables with no other option but to serve their leaders.



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OVERALL	**87%**

GAME FOR A LAU

You've been coding for three months and fancy trying your hand at your first professional game. Justin Garvonovic, programmer of The Kristal, Amiga Frak and, Obitus, is here with the ultimate blueprint...

Consoft have just released *Mutant Hussains From Space* which, after the great intro, turns out to be just another scrolling shoot-em-up. So what do you do after you have spent all that money only to discover that you've bought a dud? Give it up as a bad job and vow to try the game out before you buy next time or have a bash at producing one yourself? If you think the first option is easier, then stop reading right now and start saving, if not join the rest of us and enter into the busy world of software developing.



PLANNING AHEAD

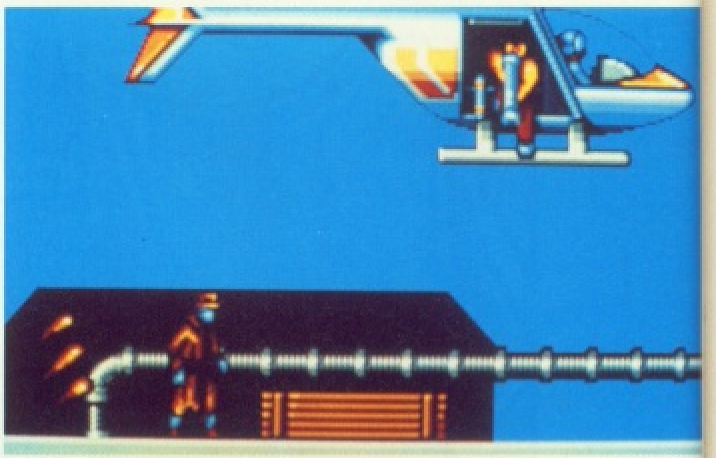
The key to successful game design is planning. Top development teams, such as Images, Core and Arc all plan their projects well in advance, allow for unforeseen circumstances and allocate time for coding problems, such as the scrolling and graphics. Come up with the basic design of your masterpiece then sketch out how it will look onscreen, plus the main stages and items it will contain. Ensure that everything is feasible within the machine's limited memory and that it spans as few disks as possible. On top of storyboarding, technical information, including specific ideas and routines, are added for reference. The main aim of the storyboard is to give others some idea of how the game will evolve. Before any software development manager will give the go ahead, s/he will expect to see everything planned and allocated. A few scraps of paper aren't enough.

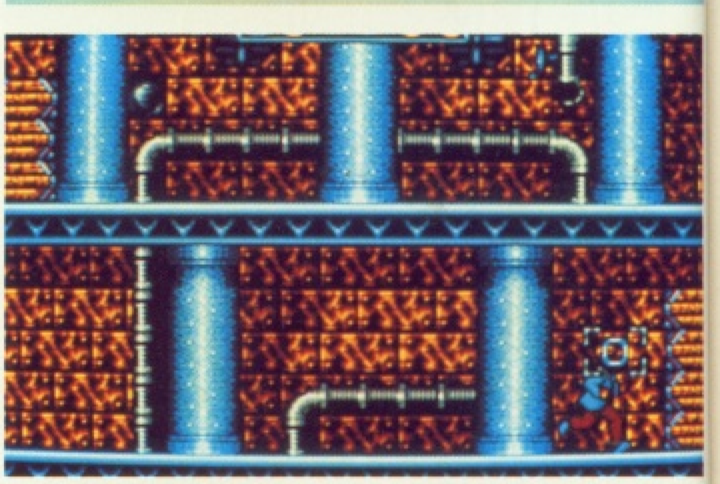
You've finished storyboarding, you know exactly what 'The Game' will look like and you are ready to start coding. There are a number of languages available, *AMOS*, for example, C or Assembler. Whilst *AMOS* gives the beginner a nice insight into the depths of game design, to get the most out of the machine you're going to have to jump in at the deep end. The C language seems like a good choice for writing games, in fact many arcade games are coded in C. Unfortunately, the new wave of arcade machines have a lot more horse power than the Amiga and require vast amounts of speed, so that really only leaves us with one option - mastering an assembler.

PUTTING IT TOGETHER

'Oh no, not assembler,' I hear you cry, ' that's far too difficult . . .'. Not so. The Amiga was designed around what must be one of the easiest chips to program, the good old 68000. The Amiga is also blessed with a clutch of support chips which make games programming even simpler. The computer has hardware for displaying sprites, moving huge memory chunks around, playing sampled sounds and a video co-processor (the copper) that enables you to do all sorts of onscreen trickery.

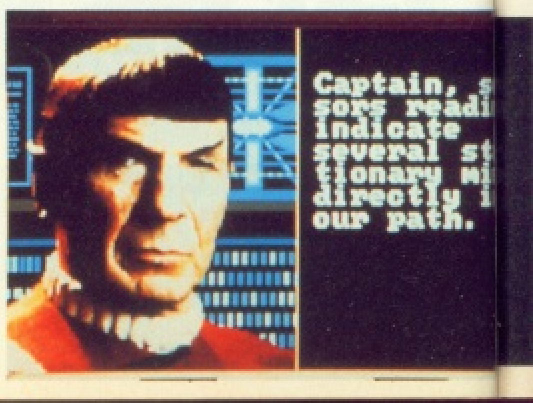
When programming the Amiga you can do it on one of 3 levels. Level 1 (the highest), is usually saved for writing serious software as it allows access, through Intuition, to the WIMP environment. Level 2 (medium) can be used to write games but it still uses







Film licences offer a great deal of potential, but, unfortunately, this potential isn't always realised.



GH...



the dreaded Operating System which will impair the machines performance. Level 3 (lowest) is where just about all games are written. This means that the programmer will 'talk' directly to all those support chips with no interference from outside sources. This is known as 'hitting the metal'. A couple of books are essential, 'The Hardware Reference Manual', which informs you just how to get at all those chips, and a good 68000 programming book.

DOING IT YOURSELF

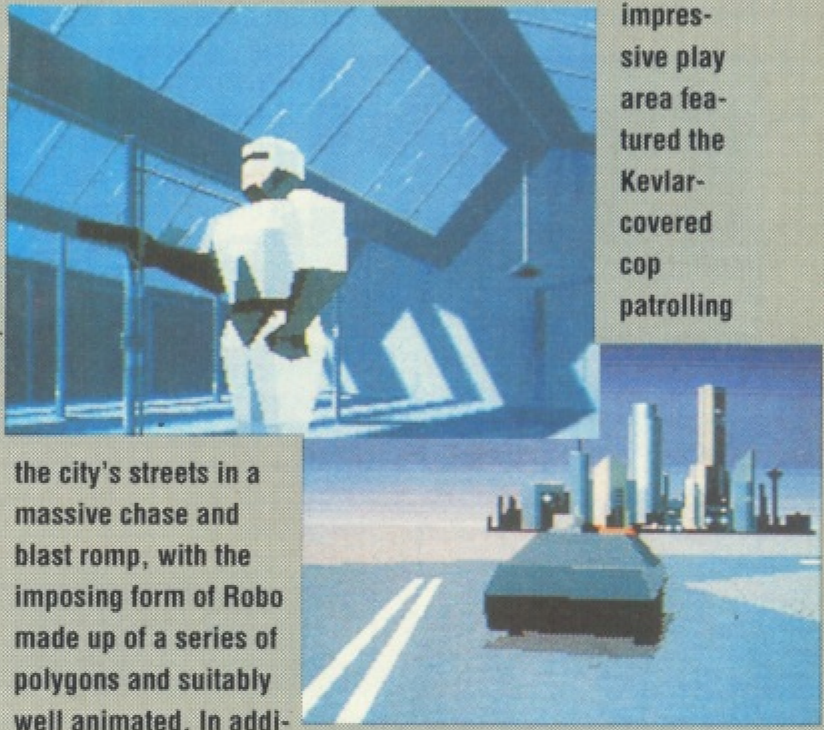
At this stage, you will also need an assembler of which the only two worth mentioning are Hisoft's *Devpac 2* and Argonaut Software's *ArgAsm*. If your machine is fairly short on memory then the best bet has to be *Devpac*. On the other hand, if your machine is crammed with extra RAM, then *ArgAsm* is probably better – and a lot quicker – than *Devpac*. It's also worth mentioning both *PDS* and *SNASM*. These are PC-based cross assemblers, which mean that you work in 68000 on the PC. Once you have assembled your code you can transmit it over to the target machine - Arc Developments, in particular, favour this method, as do Core. For writing games this is the ideal situation, as it really isn't practical to write a game using just one machine. If you wish to use an Amiga as the host machine, instead of the PC, this can still be accomplished by writing a piece of software to send the data down the printer port to the target machine. This isn't as difficult as it sounds , and should be right at the top of your list.

You've got the transfer system working , what else will you need? Get a hard disk, if you haven't got one. An accelerator board will come in useful nearer the end of the project when assembly times get longer and longer. Unless you can get someone else to handle all the music and sound effects, you're going to need a sampler.

Fitted out and ready to start, you're going to need the right tools. If, for example, 'The Game' uses mapped backgrounds, such as those used in Chuck *Rock* or *Turrican*, you will need to write a mapping tool. This could quite easily be written using *AMOS* as speed isn't that important. But don't forget that in the future someone else may use that tool. In a perfect world you should be able to create tools to do just about everything, from alien attack patterns to disk management – but you'll soon have to cope with data structures. These are the core of just about every game, and should include how the map data is arranged, music data and sprite animation structures and tables. If you think through each data structure, you should be OK, but if ➢

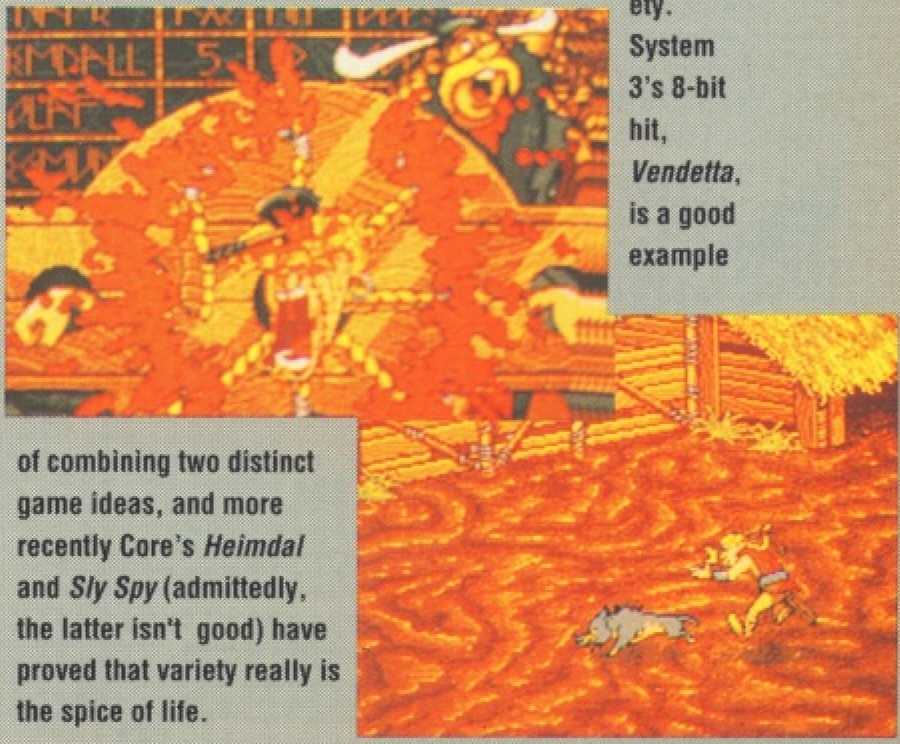
ALL-IMPORTANT INNOVATION...

It is widely acknowledged that there are only seven actual game styles, but the key to prpducing an original game is taking it from an angle not normally associated with the genre. A perfect example of this is Ocean's forthcoming *Robocop III*. With two successful but limited walk'n'blast games behind them, Ocean took the brave step of approaching DID to come up with a new approach, and as their forte is smooth 3D graphics, DID started work on a massive filled 3D Detroit. And this impressive play area featured the Kevlar-covered cop patrolling



the city's streets in a massive chase and blast romp, with the imposing form of Robo made up of a series of polygons and suitably well animated. In addition. whenever possible try to create games that you may not have tried before.

Obviously, certain limitations must be kept within, but taking a simple theme and expanding on it for every possible angle will make for a well-rounded game with plenty of variety. System 3's 8-bit hit, *Vendetta*, is a good example



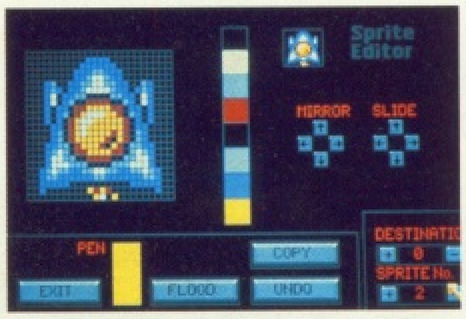
of combining two distinct game ideas, and more recently Core's *Heimdal* and *Sly Spy* (admittedly, the latter isn't good) have proved that variety really is the spice of life.

GAME FOR A LAUGH...

you make inadequate ones, you WILL pay for it in the later stages of development.

CODE MASTERS

Coding can commence. In my opinion, It's usually better to start with the main 'effect' of the game. If it has full screen multi-directional scrolling, do that first. It's worthwhile getting the



Utilities, such as *SEUCK* and *AMOS*, allow the would-be coder to learn the basics of planning.



'difficult' code out of the way first – you get a feeling of satisfaction that something is actually happening. If you did any sort of computer studies at school you were probably told about 'Flow Charts' and found them amusing. You may now have to use them, but try writing a routine on paper in 'Pseudo Code' first.

'Commenting' your code may seem like a waste of time, but it's not. Imagine that you're about to start a sequel but need to modify routines of the original. Unfortunately, they were written six months ago and now mean nothing to you. Alternatively, Fred Nintendo is so impressed by your game that he wants you to convert it over to his new Super Duper Famicon but you can't make head nor tail of your work, so you lose the deal plus five million sales. The moral here is 'COMMENT EVERYTHING'; you may not like it at the time but you'll never forgive yourself if you don't. Code should be written in independent chunks and structured (there's that word again) so that they do not jump all over the place (spaghetti code). The ideal 'main game loop' should go something like this: 1) Update Enemy, 2) Update Player, 3) Print Enemy, 4) Print Player, 5) Is player Dead ?, 6) If not start at step 1, 7) end game. Obviously, this a VERY simplified example but your main game loop should be just as readable, and there shouldn't be any skipping about in it.

Another simple way to keep code neat, and avoid the dreaded bug, is the use of EQUATES. If at any place you need to set up a constant, ie 3 lives, this value should be equated at the head of the code. Otherwise, if you need to set the lives counter twice in the game, you may accidentally type 4 instead of 3. If you equate the value at the start potentially fatal problems needn't arise.

To speed up your code and make more compact , reference all the variables from one address register. Finally, once you're ready to take your newly finished game out into the software house jungle, it's usually a good idea to check up on your law and to chat with other programmers about who they would and wouldn't send games to.

ADVICE SHOP Nick Pelling, AKA Orlando, started his programming career when the industry was in its 'cottage' stage. Working from his BBC Micro, Nick created such wonders as *Arcadians* and *Firetrack*, before moving over to the C64 and the Amiga. Like Nick, you must be flexible, as computers come and go rapidly, and here are a few more of Nick's tips.

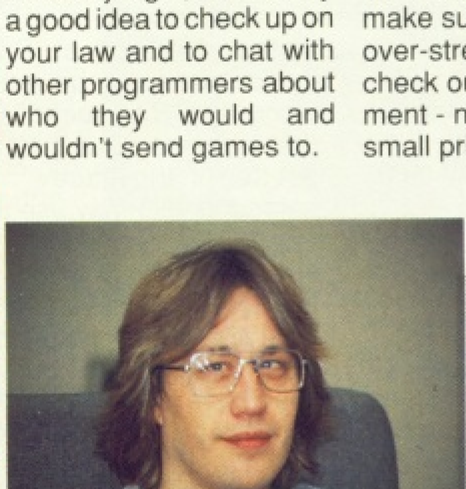
1) Where possible, avoid writing a routine that's longer than a screen in length; it may sound daft but it really helps in the debugging.
2) Divide the source files into sensible routine types, don't scatter similar routines all over the source code.
3) Be consistent when using variable names.
4) Make sure that any tools you write produce an output that can be easily and quickly inserted into the game.
5) Cram your host machine with as much RAM as possible; this will help speed up assembly time and help boost your attention span.
6) Don't reinvent the wheel. If you can do a certain job in Dpaint, use it – don't waste time writing something to do the same job.
7) Check out PD libraries; you may find that they'll have all the tools you'll need.



AND NOW THE TRICKY BIT...

Although the main bulk of the work is now over, you'll have to get it marketed. Having worked this closely and hard on it for, say, six months, you aren't going to take lightly to criticism. But do take heed of what other people say. They'll have seen countless other games and almost certainly know whether yours is worth backing. Do any suggested changes as quickly as possible. And if a deal is offered, make sure that you aren't over-stretching yourself and check out the method of payment - not to mention the small print.





Andrew Braybrook (*Uridium, Paradroid '90*, and currently working on Mirrorsoft's *Fire And Ice*) - Graftgold. "Planning is essential, and although you've got to expect the game to evolve from the original ideas, having a set idea of what you are out to do is very important. Also, test your routines on other people, and be ruthless if something doesn't work. You may find that the earlier things are planned, the more the game develops and the easier its progress becomes."

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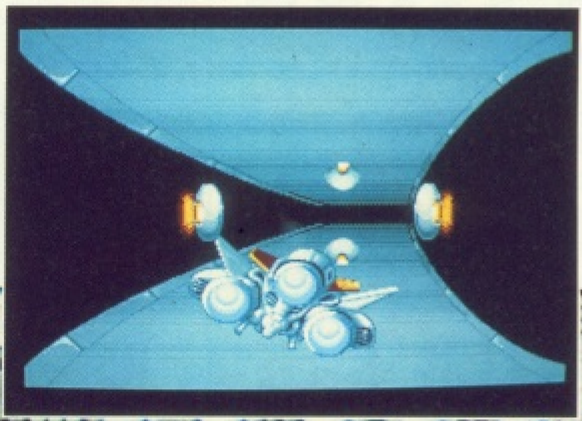
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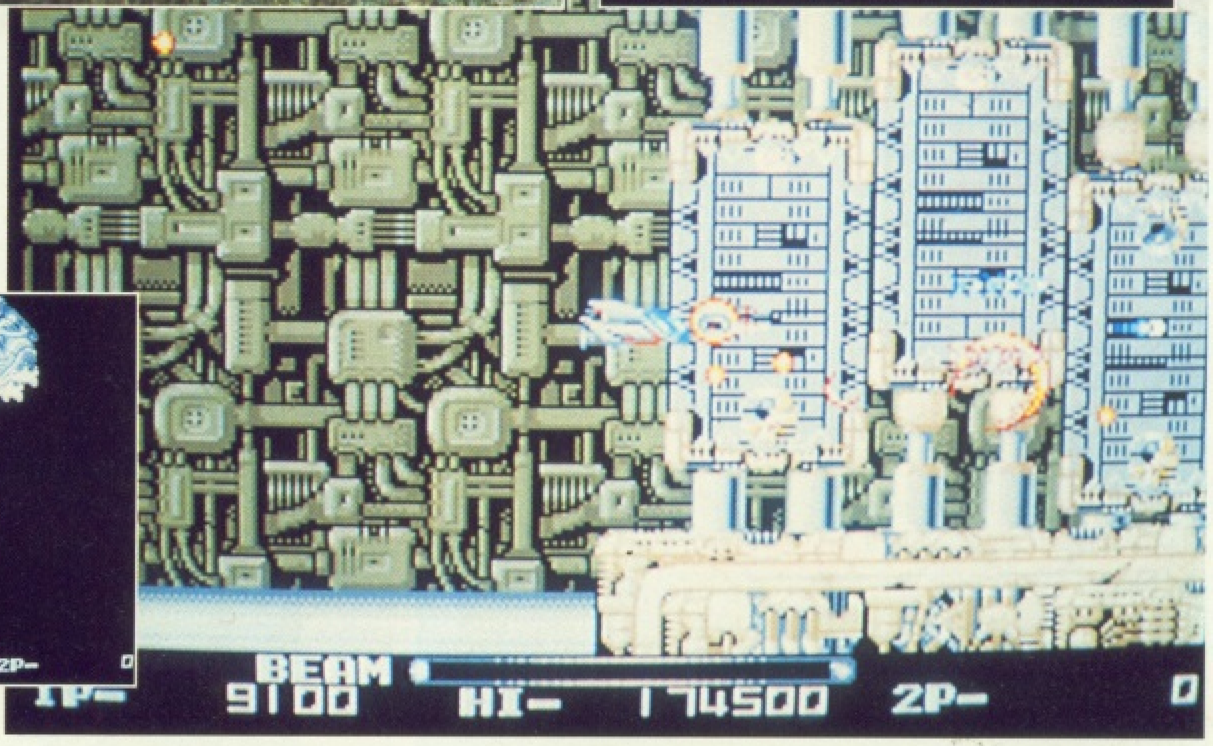
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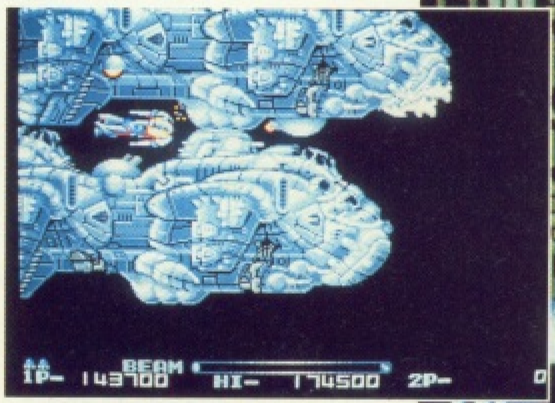
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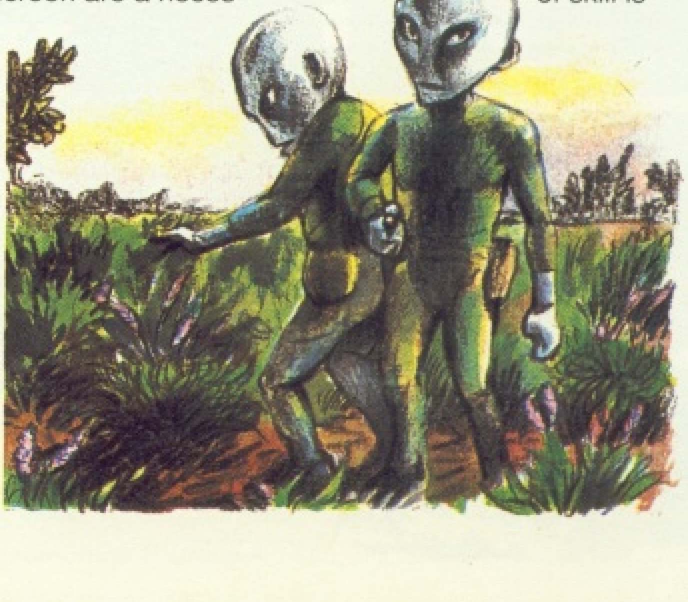
R-TYPE II

R-*Type* was heralded as one of the greatest shoot 'em ups to grace computer screens. The temptation to better it has proved too much for Irem. Famed for innovative games such as *X Multiply* and *Dragon Breed*, they had a reputation to live up to. And so the sequel, *R-Type 2*, rears its powerful and many faceted head.

The nefarious forces of the Bydo Empire yet again loom large and threatening. Not surprising really – this is what happens in sequels! There are six levels of horizontal parallax scrolling action, which bears more than a passing similarity to *R-Type.* All the great gadgets and gizmos are present. The all-protecting Force shield defends your ship both fore and aft. A wonderful feeling of invincibility surrounds you; the metallic killing machines which attempt to send you to an early bath are rendered powerless!

Collecting the weapons and added extras is essential if one is to survive all the dreaded onslaughts of the evil Bydo Empire. A very difficult business as your foes are adept at sneaking behind and shooting your posterior. In order to combat this, pick up the bombs which can fire both front and back. Weapons beyond your wildest dreams, indeed. Missiles travel along like deadly ball bearings, or cascades of deadly energy. The most spectacular effects are the exocet-like rockets, and the ring lasers (which create a display of deadly red and blue lights!). The electric blue lasers which ricochet around the screen are a necessity for killing off those sneaky little aliens which lurk in dark corners.

The secret of success is to pick up as many of these deadly items as possible. A minimal amount of skill is



R-TYPE II

required as blasting everything in sight, regardless of aim, seems to be the best policy. Easy, huh? Well, not quite. Staying alive takes a vigilant eye and a steady stream of killer beams. Aim for objects which look like flying space helmets. When shot, these reveal icons with the letter S or M. Speed and bombs are the respective prizes.

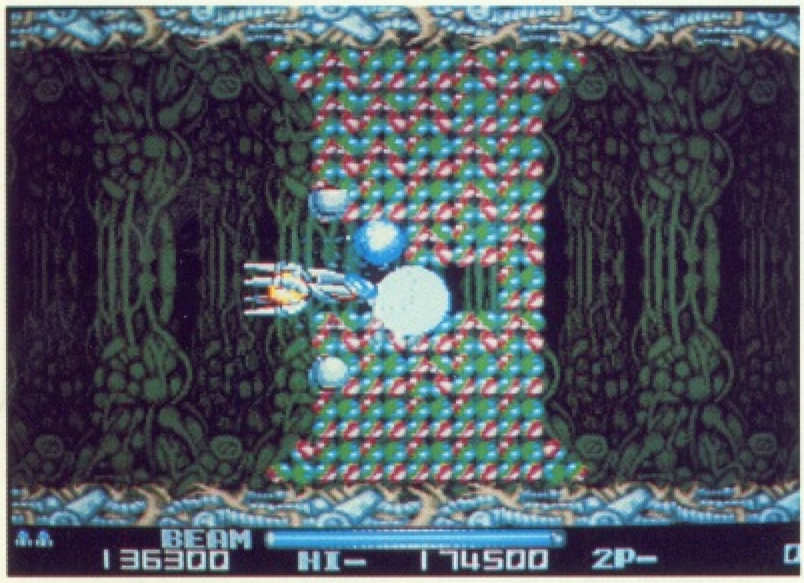
After surviving swarms of baddies, your reward is to meet the end-of-level guardian: a huge monster which fills the screen, blocking the path to the next level. Holding down the fire button creates an impressive blinder of a shot. A metre at the base of the screen shows the strength of the bolt. Firing a few of these will destroy beasties like the centipede and the crab ships. Comparisons are odious, but I'll make them anyway. In the original *R-Type*, the creatures were similar to monsters which inhabit sci-fi films like Alien. They had an identifiable, ghoulish form. In *R-Type 2*, the enemies, and especially the end-of-level guardians, are so intricate they are difficult to recognise.

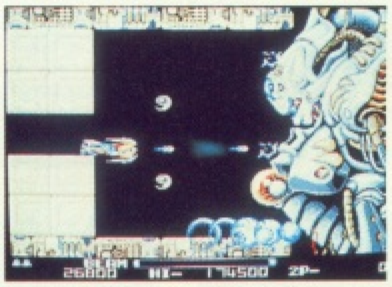


Strange but true, UFOs have been reported by almost every astronauts. There are persistent rumours that the United States have a UFO which they keep in total secrecy.

LOOK OUT, MA! THERE ARE ALIENS ABOUT!

Scientists tend to view the UFO phenemenon with a great deal of scepticism. Not surprising, if we consider the evidence. Witnesses who have had contact with extraterrestrials tend to be religious fanatics, never 'rational and reputable persons', according to ufologists. Some very unpleasant side effects can take place. Victims of sightings have reported physical side-effects such as violent headaches, fits of weeping, and buzzing in the ears. Obviously, UFOs can be bad for your health! Even stranger things can happen. After a UFO sighting, a woman with permed hair found that it had gone completely straight!



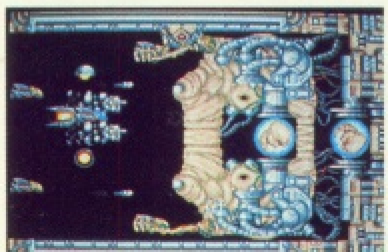


End of level guardians do their damndest to prevent impetuous fools from getting to the next level. Luckily, the many weapons at your disposal enable a spirited defence.

The graphics are executed with a great deal of imagination and flair. The best background effects are in level six; a land of petrified forests and decapitated dinosaur heads. The sounds are fast and pacy, with music sampled directly from the coin-op.

R-Type 2 is a superior shoot 'em up with many enjoyable features. However, it remains questionable what this game adds to the original. To be sure, it features parallax scrolling which was absent in the precursor, but apart from that, the game play is slow and sluggish. Fans of *R-Type* should definitely be eager for *R-Type 2*. Once hooked, it's back for more punishment.

Fiona Keating







Fighting the horrific crab ships and other deadly foes is no mean feat. High quality graphics and animation help to create a bold and daring contest in the far corners of the universe.

ACTIVISION/DISK £24.95

"Sophisticated shoot 'em up for fans of the original"

GRAPHICS	78%
SOUND	76%
LASTABILITY	70%
PLAYABILITY	80%
OVERALL	**79%**



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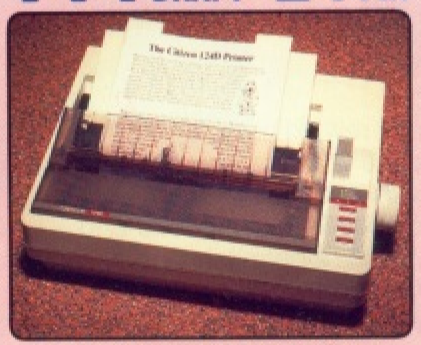
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144 CPS DRAFT 24 PIN



CITIZEN 124D

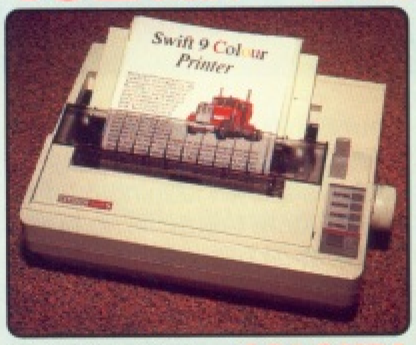
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192 CPS DRAFT 9 PIN



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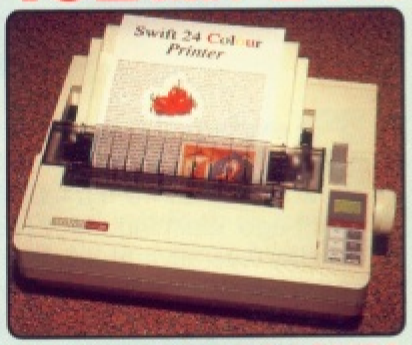
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192 CPS DRAFT 24 PIN



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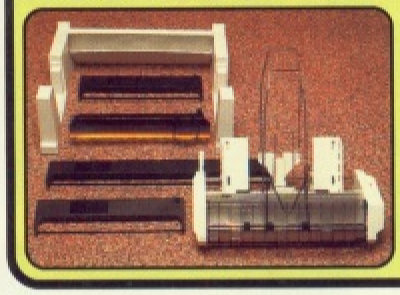
- *24-pin Impact Printer*
- *Print Speed 192cps Draft*
- *4 NLQ Fonts (64cps)*
- *8K Buffer*
- *Epson, IBM & NEC P6+ Emulation*
- *Advanced Paper Parking*
- *FREE Starter Kit*
- *FREE Colour Kit*

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LES MANLEY in

SEARCH FOR THE KING

Remember all those Sun and Sunday Sport headlines from a few years ago, claiming that Elvis Presley was alive and well and working as a teasmaid in your local Co-op? Well, Accolade certainly do, and have devised an entire graphic adventure around the idea as you seek to find The King, collect a $1 million reward, and cop off with the boss's secretary to boot.

An impressive intro sequence sets the scene and introduces the major characters. Les's cigar-chomping boss is shown leaning over a boardroom table grilling his TV station executives about the company's falling revenues. Some bright spark has the brilliant idea to launch a 'Find the King' competition with a prize of $1 million should he be found alive. Les Manley, the character under your control, listens intently and decides to set out and find the King, win the money and, hopefully, the affections of Stella Hart, the company secretary.

Les is a bit of a nerd, to say the least. His job involves manually rewinding video tape to save on electricity and he works from a grotty basement office. Stuck in a dead-end job, he's definitely one of life's losers, and the chance to get rich quick is just too much of a temptation. Les has to travel through more than 70 screens in his search with plenty of red-herrings impeding his progress. For instance, it's useless trying to buy a ticket for Vegas from the New York bus station as the maze-like crowd-control barriers don't actually lead to the counter. Try visiting the Test-o-Strength stall at the Circus instead for a novel way of reaching your destination.

The game is mouse-controlled although there's also a keyboard option. Moving less around the screen is straightforward – merely click on the part of the screen you want Les to move to, and he'll obediently follow. As with all graphic adventures there's a great deal of text input, and the parser is remarkably efficient at recognising a broad range of verbs and commands. If you're new to adventure



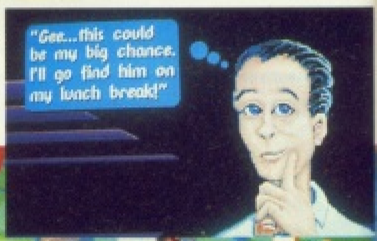




Below: Les plucks up courage to ask his boss for a raise. No chance!







Below: All the fun of the circus! Visit the Fortune Teller and get a palm job or ball reading!









***Above*: It's hard work shuffling elephant's dung!**
***Left*: Les's dingy office where you begin your quest.**

games, you might find yourself struggling in the early stages as things aren't always clear. It's a good idea to thoroughly examine every screen and take whatever isn't bolted down – you never know when you may need that thermos flask of water, mouldy cheese sarnie or ID card. Another handy tip, if you get really stuck, is to consult the walk-through guide which comes conveniently packaged with the game.

Search for the King has been out on the PC for some time, but it's only now that Amiga owners can join in the fun. That's because instead of porting the game across and adapting the PC graphics and tinny sound, the game's graphics and sonics have been reworked from scratch to take advantage of the Amiga's capabilities.

Overall, the animated antics of Les and his pals looks a treat. The attention to detail is superb with jam-packed screens hiding a number of clues, equipment or interactive elements of one kind or another. Especially entertaining is the Circus screen where, after having earnt a ticket by shovelling Elephant dung(!), you can face off against the World's Strongest Man or have yourself a palm job with the local Fortune Teller. Watch out, also, for Bart Simpson on a skateboard and numerous other celebrities who pop up for cameo appearances.

Sadly, the sound is a distinct disappointment. There are a number of in-game tunes but they rarely rise above the mediocre. Even Rolf Harris with his trusty Stylaphone could have done better than this. Another minus point is the amount of time spent swopping disks. *Search for the King* comes on five disks and if you haven't got a second drive you'll be forever changing them. The game also loads incredibly slowly, and each new screen takes an age to appear. This cuts up the action and can be really frustrating at times.

It's not just Elvis devotees who'll get their kicks from *Search for the King*. Its appeal is fairly broad, due to the game's in-built humour and inherent silliness. Solutions to many of the problems aren't easy – you have to literally think how Les would think in many instances. It's not easy being a nerd (or so I'm told!), but it's a hell of a lot of fun. And I'm not going to spoil the game by telling you if Les eventually tracks down the King, marries Stella or even pockets the $1 million – you're just going to have to buy it for yourself!

Dan Slingsby

THE KING IS DEAD

Search for the King takes its inspiration from the life of Elvis Presley, an incredibly famous singer of the fifties who ended up a fat and bloated has-been performing to blue-rinse grannies in the stiffling heat of Las Vegas. Throughout the game there are many throw away references to his past life. For instance, the Circus owner is called the Colonel, an obvious reference to Colonel Parker, a former circus hustler who went on to manage Elvis and shape his career. Les also visits the Kingdom, an obvious doppleganger for Elvis's Gracelands retreat, complete with gaudy interiors. There are even references to the many Elvis impersonators who hawk their dubious talents around the nightclub and cabaret circuits as Les has to dress up as one to get into the Kingdom's inner most sanctums. Unfortunately, as Accolade didn't fork out the cash for an Elvis licence, none of his music accompanies the game and instead we're served up a diet of substandard tunes which have you reaching for the volume control.





Take a call from the luscious Stella or seek work and advice from the Colonel at the circus.



ACCOLADE £30.95

“A bip-bop-aloolah, a bip-bam boom of a game”

GRAPHICS	85%
SOUND	12%
LASTABILITY	84%
PLAYABILITY	79%

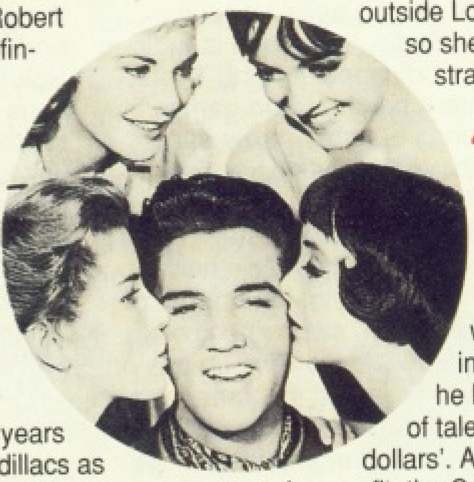
OVERALL 80%

20 THINGS YOU DIDN'T KNOW ABOUT THE KING

The haunting voice and gyrating hips of Elvis Presley helped make him one of the world's most successful entertainers. Unfortunately, Elvis spent the last few years of his life as a recluse in a twilight world of drugs, easy women and few real friends. Dan 'Greaseball' Slingsby strips away the myths surrounding the 'King' of Rock 'n' Roll.

1 An unusual pastime enjoyed by Elvis was the shooting of television sets. He had an extensive collection of guns and rifles and would often take pot-shots at the telly when bored. An ex-bodyguard described one such incident: 'One afternoon he was eating breakfast and on comes Robert Goulet. Very slowly, Elvis finished what he had in his mouth, put down his knife and fork, picked up a .22 and – boom – blasts old Robert clean off the screen'. It's estimated that Elvis polished off more than 200 televisions in this way.

2 Elvis had a passion for expensive cars. Over the years he amassed over 100 Cadillacs as well as numerous Mercedes and Rolls Royces. Pat Gilmore, a Memphis Cadillac dealer, remembers Elvis turning up at 3am at his showroom: 'He bought 13 Caddies in an hour and a half. The bill came to $168,000. They were Christmas presents for his staff'. In another celebrated incident, Elvis was busy choosing two cars as presents for his bodyguards when he spotted an obviously poor couple looking with envy at the expensive cars on offer. Elvis went over, asked them which model they fancied, and immediately bought it for them.



3 Elvis often dated movie stars and bought them extravagant presents. On one occasion, he gave actress Suzanna Leigh a brand new Harley Davidson motorbike. Unable to even sit on the machine, let alone ride it, Elvis rented 15 miles of motorway outside Los Angeles the next day so she could ride the bike in a straight line.

4 His manager, Colonel Parker, creamed off 25% of all Presley's earnings, a cut which rose to a staggering 50% from 1967 onwards. Parker was later quoted as saying: 'When I first met Elvis, he had a million dollars worth of talent. Now he has a million dollars'. Always with a sharp eye for a fast profit, the Colonel was quick to exploit Elvis' death. By the time of the funeral, he'd made a deal with Factors Inc., to market Elvis products and got Vernon Presley, Elvis's dad, to sign the deal on the day of the funeral.

5 Elvis never wrote any of his songs. That was left to a battery of songwriters who were instructed to give him a song-writing credit so that Elvis could cream off some of the publishing profits.

6 It was not long before Hollywood beckoned and Elvis embarked on a stream of rather dodgy teen movies. Although his movies were pure corn, they still enabled Elvis to become the highest paid actor in Hollywood. After his first film, one respected movie critic was so moved as to describe Elvis as having the 'screen presence of a sausage'. Eventually Elvis tired of living the life of a movie star, complaining that 'I'm bored with playing a guy who would be in a fight one minute and would start singing to the guy he was beating up the next'.

7 Elvis memorabilia flooded the market. Any gift imaginable was on offer ranging from Elvis lipstick (available in Hound Dog orange and Heartbreak Hotel pink) to such things as Elvis underwear, bobble hats, shoe horns, and wine ('This is the wine Elvis would have drunk if he had been a wine drinker,' ran the copy blurb). Even dirt from Graceland and Elvis's sweat was on offer.





8 In later years, Elvis wore a variety of outrageous costumes. His favourite was a white jumpsuit embroidered with precious jewels. Featuring massive flares and double-length collar, the suit was set off with a floor length cape. Elvis also sported diamond rings on each finger, a gold-plated belt, and a solid gold medallion the size of a frying pan.



9 When Elvis received his call-up papers he became the US Army's most famous G.I. His earnings plummeted from $10,000 a week to $74 a month. Elvis insisted he wanted to be treated like a normal soldier and refused to join the Entertainments Division, preferring instead to join a normal operations unit. 'I just want to be treated like a normal Joe,' he was quoted as saying. Perhaps that's why he rented a plush 20-room apartment outside the barracks while the rest of his colleagues had to make do with sleeping in a dorm on iron bunk beds.

10 Elvis adopted a rebellious stance during the early part of his career and modelled himself on James Dean and Marlon Brando. He was often accused of encouraging juvenile delinquency and condemened by religious and parental groups. One reviewer for the Toronto Star described Elvis as 'a bulldozer in mating season' after watching him perform.

11 During his 23 year career, Elvis sold a staggering 500 million records, released more than 200 singles and made 33 films.

12 In his later years, Elvis became something of a recluse, hiding away in his Graceland retreat. Because of his fame, he was a virtual prisoner, unable to venture out for fear of being mobbed. He would often hire out whole cinemas, skating rinks and amusement parks, just so he could escape the confines of his 23 room mansion.

13 Elvis received numerous death threats throughout his career. On one such occasion, he received a number of violent phone calls just before he was due on stage in Las Vegas as well as a message scrawled on a note and shoved under his hotel room's door. Undeterred, Elvis took to the stage with a Derringer in his boot and a .45 in his belt!

14 Ed Sullivan, a famous American chat-show host, had refused to have Elvis on his show. However, after a number of top-rated appearances on rival networks, Sullivan had to eat humble pie and paid Elvis a staggering $50,000 for three appearances. The third programme only showed Elvis from the waist upwards as viewers had complained about his gyrating pelvis and suggestive manner on the previous two.

15 After making a triumphant comeback in 1968, after years of inactivity, he signed up for a five-year contract at a top Vegas hotel. The deal was worth $5 million for two months work each year and the contract was written in red ballpoint on a tablecloth in a posh restaurant. In the same year, Elvis filled the Huston Astrodome, capacity 44,500, every day for an entire week.

16 Elvis was showered with gifts when he performed on stage. He would often get thrown women's knickers and room keys. On one occassion, a woman even threw him a severed finger as a token of her love for him.

17 Elvis was a compulsive eater. At the time of his death he had ballooned to a massive 17 stone. He would often fly to Dallas from Memphis because he was convinced that Dallas was the only city that could make a decent hamburger.

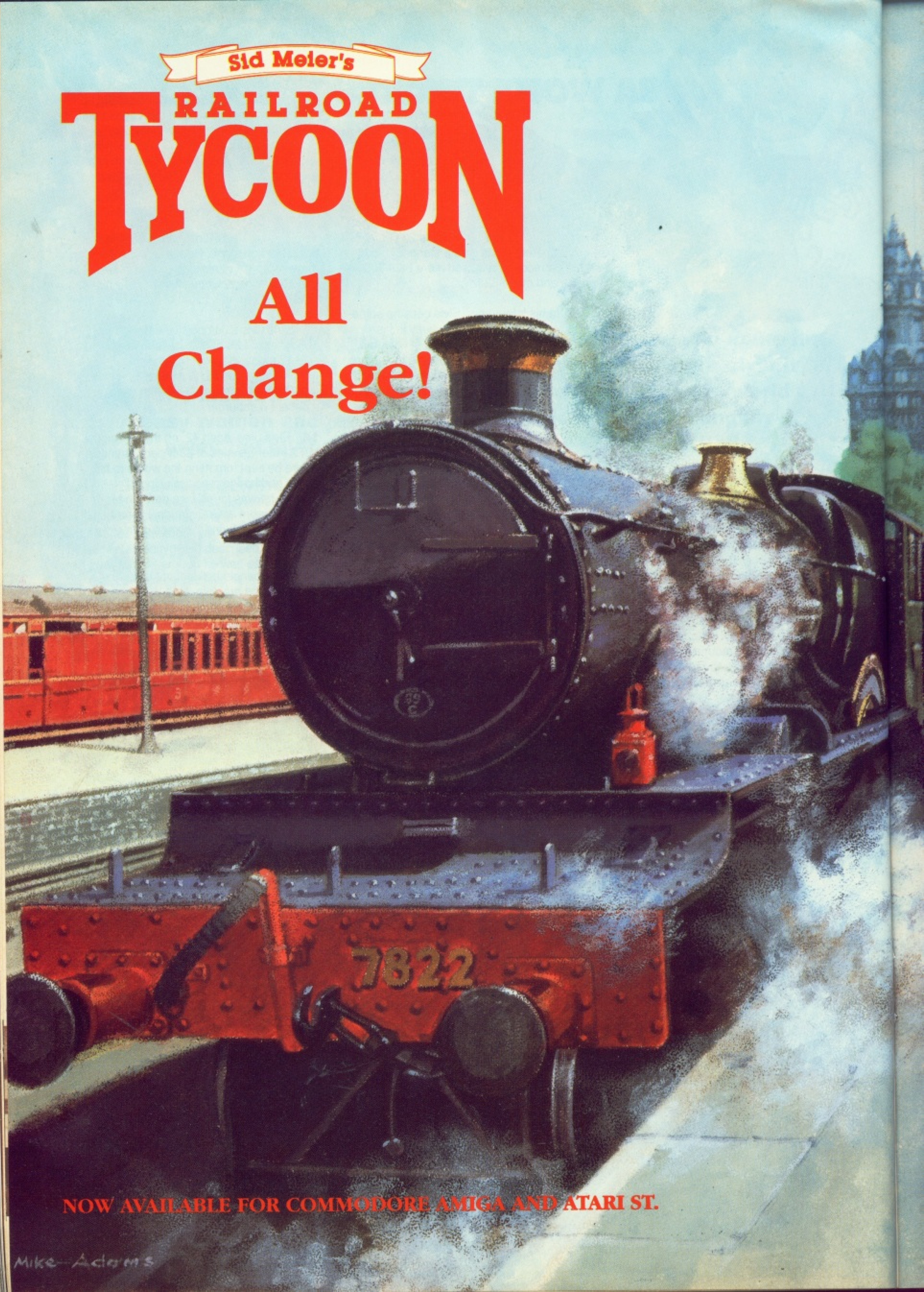
18 Elvis died, aged 42, on the 16 August, 1977. After a series of poor performances, where he kept forgetting the words to his songs and had to resort to using idiot boards, he was found face down in his private bathroom at Gracelands. He had died of a heart attack and drowned on his own puke.

19 Many people believe that Elvis had a chronic drugs problem. Red West, a former bodyguard, stated that Elvis took pills all day long and took shots in the arm and leg from a plastic syringe. Even Presley's ex-wife, Pricilla (who later starred in Dallas as Bobby Ewing's second wife) claimed that Elvis had a deep-rooted drugs problem. If all the reports are to be believed, Elvis suffered from bloodclots in his legs, hypoglycemia, glucoma, respiratory ailments, a liver twice its normal size, a twisted colon, hypertension, pleuresy, an enlarged heart, cancer, diabetes, Parkinson's disease and a number of other ailments.





20 Years after his death a bizarre rumour began to circulate that Elvis was still alive. The rumour originated from a book written by Gail Giorgio and called 'The Most Incredible Elvis Presley Story Ever Told'. In his book, Giorgio claimed that Elvis was, in fact, alive and working in a fast food restaurant in Michigan. The tabloids soon got hold of the story and it was even claimed that Elvis was playing at centre forward for Oldham Athletic football club!


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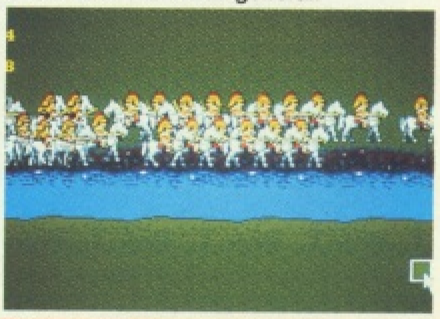
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Fighting for peace or glory? Plan your battle strategies well and become a victorious general.



COHORT

Worshippers of Ben Hur and Spartacus will want to don their togas and play at being dictators of the ancient world. *Cohort – Fighting For Rome*, comes from Impressions, and is the follow up to *Rorke's Drift*, repeating the formula of a 'miniature-style' computer war game.

The Roman Army was one of the most famed and feared military organisations. Even today, war strategies used by the Caesars are still studied. *Cohort* carries on that tradition by fighting for the vain glory of Rome. Maintaining the Pax Romana, or Roman Peace, will be a very challenging experience, for during that period, the Romans were almost continuously at war!

And so, once more unto the breach, dear friends, and into battle. The impressive sounds of armed combat include the clanking of swords and the cries of the dying. Choose your army with care from a selection of infantry, archers and cavalry. Don't look for Michaelangelo to have designed the graphics. The soldiers are cartoon-style, cuddly characters and representations of the background are fairly basic.

Clicking on the map icon will bring up the strategic map. Use it to scheme away at cunning tactics. The Unit Command Panel facilitates such orders as moving troops at a march, run, or most exciting of all – charge!

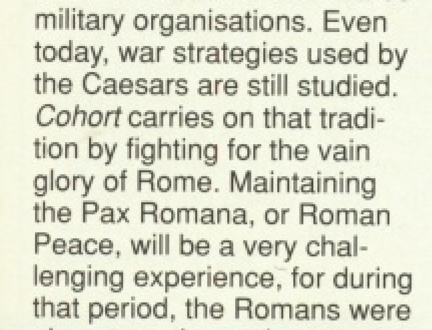
Even in the best of battles, disarray and confusion can occur in the ranks. The troop formation command will regroup troops to recommence a skirmish. Communicating with the forces is important and unless you have ESP, the Unit Command panel will keep you informed of attack and defence strength, missile power and morale. Keeping chins held high is not just cosmetic; the lower morale is, the more likely that the hard men of Rome will pick up their skirts and flee!

Statistics are always important to a general. Clicking on the red cross icon will bring up the statistics screen which enumerates the routed and dead for each of the armies. Don't waste time playing Florence Nightingale, but count your losses and plan a quick attack. Be daring!

Cohort is a good place for newcomers to lock horns with war strategy games. It is fairly easy to pick up and become involved in detailed attacks to outwit the opposition. That said, *Cohort* is not in the same league as other recent Roman war games such as EA's *Centurion*. The appeal of *Cohort* lies in it being basic and accessible. Perhaps of greater importance, the history pamphlet will enable you to amaze (or bore) your friends with the horrors of the Pyrrhic wars.

Fiona Keating

LOONY EMPERORS I HAVE KNOWN The emperor Gaius, better known as Caligula, must rate, even by Roman standards, as one of the more bizarre rulers. As a child, he dressed up as a miniature Roman general, and was given the nickname of Caligula, which means 'little boots', by Roman troops. Unfortunately, their affection did not last, as he was assassinated by a member of his elite bodyguard, the Praetorians.

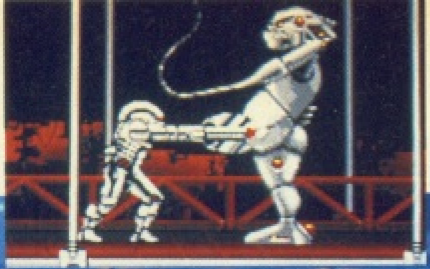


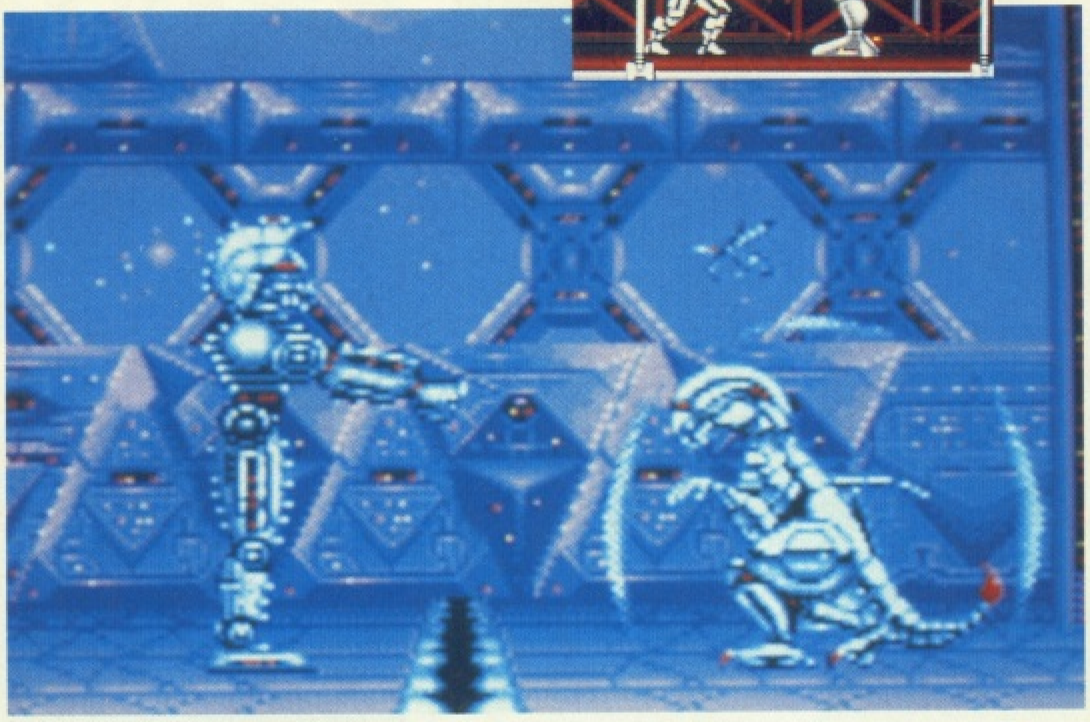
Caligula believed himself to be a god and therefore did not wage war with mere mortals. He picked a quarrel with Neptune, the sea god, and carried out a famous sea battle with the maritime deity. The emperor at length judged that he had won and triumphantly brought back the spoils of war to Rome. They included sea shells, fish, and gravel from the bottom of the sea...

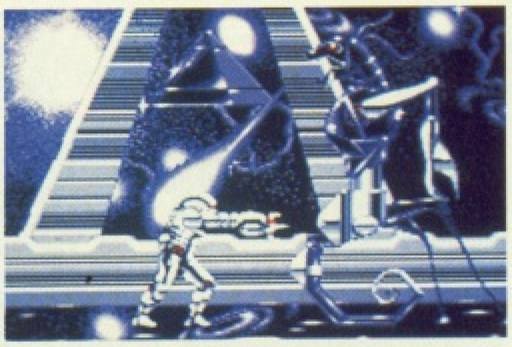
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GRAPHICS	68%
SOUND	70%
LASTABILITY	72%
PLAYABILITY	71%
OVERALL	**70%**



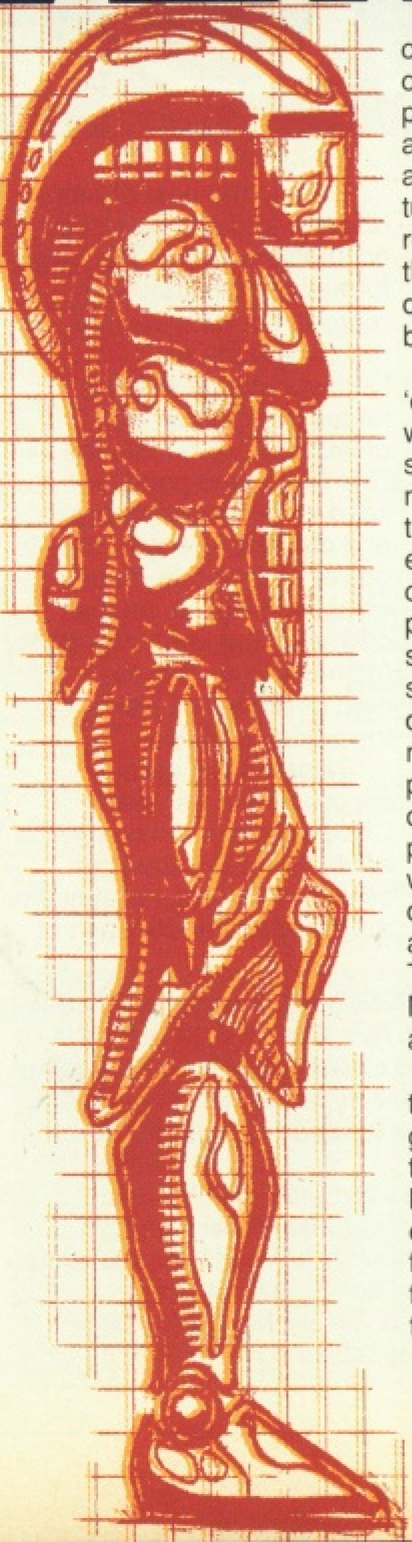




Crash! Bang! Wallop! Palace come crashing in with a highly original arcade puzzler.



METAL MUTANT



No, this isn't a game about R2D2 wandering too close to Chernobyl. Instead it involves one super-robot liberating the human race from their despotic robotic masters.

Set in the far future, the human race has spread out and colonised most of the galaxy. With advances in robotics and plenty of new-found wealth mankind has become ultra-decadent, spending most of its time stoned at wild orgies. In protest at their serf-like lifestyle the robots stage a rebellion and wipe out most of Earth's carbon-based descendants. Foreseeing the uprising, a group of seriously unhip scientists created a multi-faceted war droid, armed to the teeth, to crush the robot revolt.

Enter the Metal Mutant, the robot equivalent of the Swiss Army knife. First he's a cyborg armed with a rather savage blade, then a quick jab on the joystick transforms him into Dino, a Tyrannosaurus Rex lookalike armed with twin flame throwers and a nasty bite. Finally he can turn into a battle robot which is both well protected and equipped with awesome firepower.

Each shape has advantages and drawbacks. The cyborg is the only robot who can jump, but has limited firepower. Dino isn't very well armoured, but he's useful for attacking the smaller creatures in the game. The battle robot steers like a brick, but is the only character capable of destroying some of the larger bad guys.

The game itself is a shoot 'em up cum arcade adventure with loads of puzzles. Some screens require a certain number of robots or animals to be destroyed, which isn't easy as a certain number of creatures are immune to particular weapons. Other screens tax your joystick skills with difficult jumps and dangerous obstacles. The real problems are caused by puzzles. There's a musical one where the computer plays a sequence of notes which then have to be reproduced exactly or he'll receive a nasty electric shock. There's also a clone of the Mutant which is equally well-armed and difficult to destroy.

Extra weapons and abilities are littered throughout the game (usually just before they're needed) which the Mutant can collect to become even tougher. All the robot's features can be accessed through the joystick. At times this can become a little confusing, but that's a minor niggle.

Some of the back and foreground graphics are very elaborate although sometimes they're a bit too detailed, making some screens look very cluttered. The graphics for the bad guys are generally very good, though I get the impression that a bit more could have been done with them such as better death sequences and more animation frames.

Metal Mutant is a very absorbing game, but it lacks a few touches which would have made it excellent. By adding more armaments to the bad guys and the occasional sit-back-and-watch sequence, the overall feel of the game would be vastly improved.

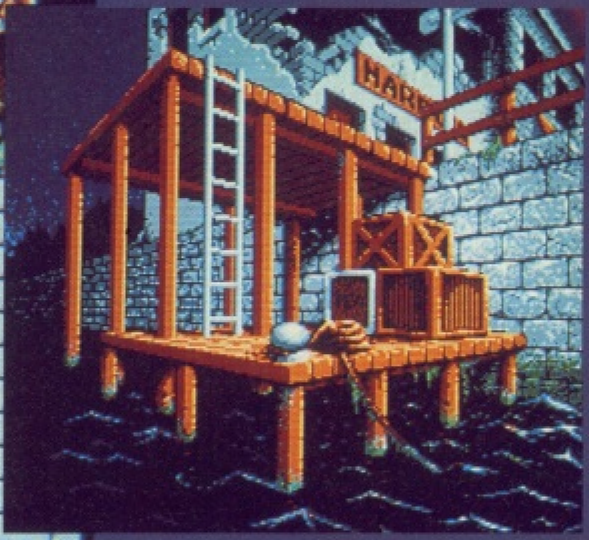
Mark Patterson

PALACE £25.99

"Watch the sparks fly in this metal-bashing romp"

GRAPHICS	81%
SOUND	80%
LASTABILITY	79%
PLAYABILITY	77%
OVERALL	**77%**





Starting in an apparently disused warehouse, the SEALs enter unannounced and stealthily pick their way through the armed guards. One shot is all it takes to end a SEAL's mission, so keeping quiet is a priority.

NAVY SEALS

For the uninitiated among you, *Navy Seals* is the title of an all-action war film starring hunky, chunky ex-Brat-Packer, Charlie Sheen, and veteran of the Aliens battle on Acheron, Michael Biehn. Together with the likes of another of Aliens' Colonial Marines, Bill Paxton, they form part of a crack group of commandos, the Navy Seals (Seals, by the way, stands for Sea, Air, and Land. Quite what happened to the 'E' I don't know, but Navy Sals isn't half as butch) of the title who are basically an American version of our SBS. The film, and consequently the game, revolves around the antics of the crack troop as they are sent on a series of deadly missions, and the player is given control over a band of five members and must guide them safely through the eight stages that make up the game.

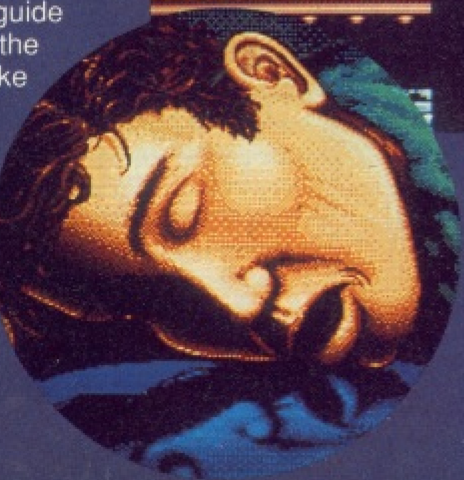
Although it is split into a series of smaller levels, *Navy Seals* is basically a game of two distinct missions. The first involves negotiating a hostile Arab-controlled base and rescuing a hostage from the centre of their HQ, whilst the second takes the unit to the terrorists' base in Beirut where the majority of the rebels must be annihilated. Needless to say, along the way, loads of towel-wearing stereotype baddies get offed, but unlike, say, *Commando* or *Dogs Of War*, in *Navy Seals* a certain amount of strategy is needed if you are to avoid the unwanted attention of the enemy. The levels span roughly forty screens, and your movements around them are monitored with the screen scrolling to follow your progress. Each of the Seals is controlled using the joystick, and can be made to run and crawl from left to right, and jump from platform to platform. In addition, the agile heroes can also swing under the platforms to avoid detection or avoid being hit. Similarly, each of the team is armed with a small hand-gun to pick off the sentries and guards, and this weapon can be upgraded by blasting a specific style of crate and stealing the gun inside.



By swinging up and into a lurking guard, you can kill them silently.



The flamethrower is by far the ultimate weapon, and although its use is limited by a small fuel supply, it can reduce two guards to ash at a time. Another benefit is that, compared to the machine guns, it is fairly quiet, and gives the squad the advantage of surprise.



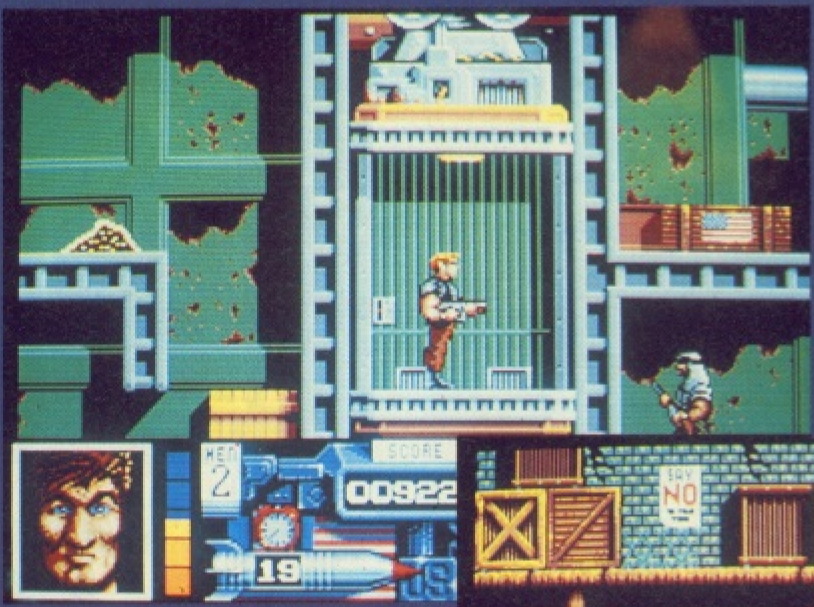
NAVY SEALS

➢ These extra weapons are essentially faster-firing machine guns, but the most devastating by far is a napalm-squirting flame thrower which reduces anyone in its path to glowing ashes!

The neat thing about *Navy Seals* is that, as in the film and – I suppose – the real life escapades of the Seals, stealth does play an important part in the proceedings. It's no good running across a level, blasting all and sundry, as it takes just one bullet to prematurely end a Seal's mission. Instead, by mastering the simple controls, real skill is needed to leap and swing from the ledges and sneak up behind the guards, and this really raises the game above its many counterparts. In addition, another particularly nice touch is that once a guard has been shot, they stay down. This means that there are no miracle rebirths just as you are getting into the mission and, thus, no unnecessary loss of life. My only real grouse with the game is that the collision detection between the main Seal sprites and the enemy bullets is dubious to say the least. There can be a good centimetre between your sprite and the enemy fire, but the Seal will still be killed. This doesn't spoil an otherwise excellent game, but does make you slightly more wary than you possibly need to be. In all, though, *Navy Seals* is a playable film licence and a welcome addition to the platform and shoot 'em up genres.

Steve Merrett





As the SEALs progress, the missions get harder, wih more bombs to set, a shorter time-limit and an enlarged unit of more vigilant guards. The key to success is memorising a route through each level, and using the assorted lifts and short-cuts to your advantage.



ARMY MOVES

The main sprite is a versatile fellow and, like his movie counterpart, he performs lightening moves with ease. Providing there is a suitable ledge above him, the Seal can swing along it until he is below an adversary, and can then leap up and kill him instantly (presumably with a hidden knife). In addition, he can crawl and run and fire whatever weapon he is holding. These weapons range from a repeat-firing handgun to a larger, quieter rifle. By far the most visually impressive and deadly armament, though, is the flamethrower which incinerates up to two people per shot.



Although the SEALs are an agile bunch, falling too far reduces their energy substantially, and can often kill them.

OCEAN £25.53

" One of the better film tie-ins of late... "

GRAPHICS	83%
SOUND	77%
LASTABILITY	80%
PLAYABILITY	85%
OVERALL	**84%**



THE FILM...

Combining the talents of ex-Young Gun, Charlie Sheen, and Aliens favourites Bill Paxton (who had been pencilled in for the lead role in Hardware but had to cancel due to Seal commitments) and Michael Biehn, Navy Seals is an all-action, guns'n'noise film, with the usual array of big bangs and one-liners. The film has yet to be released over here, but from the short trailers we have managed to see, it looks to be typical fare in the vein of Arnie's Commando and a good dollop of Aliens-esque camaraderie.

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DAS BOOT



Submarine simulations might not appeal to Top Gun freaks, but for those of us who get off on the idea of wearing chunky polo neck sweaters, boots and sending thousands of tons of shipping to the bottom of the ocean, they're a must.

Das Boot attempts to offer an in-depth game along the lines of the hottest flight simulations like *Falcon and Stealth Fighter* and place them in the authentic World War II setting of a German U-Boat.

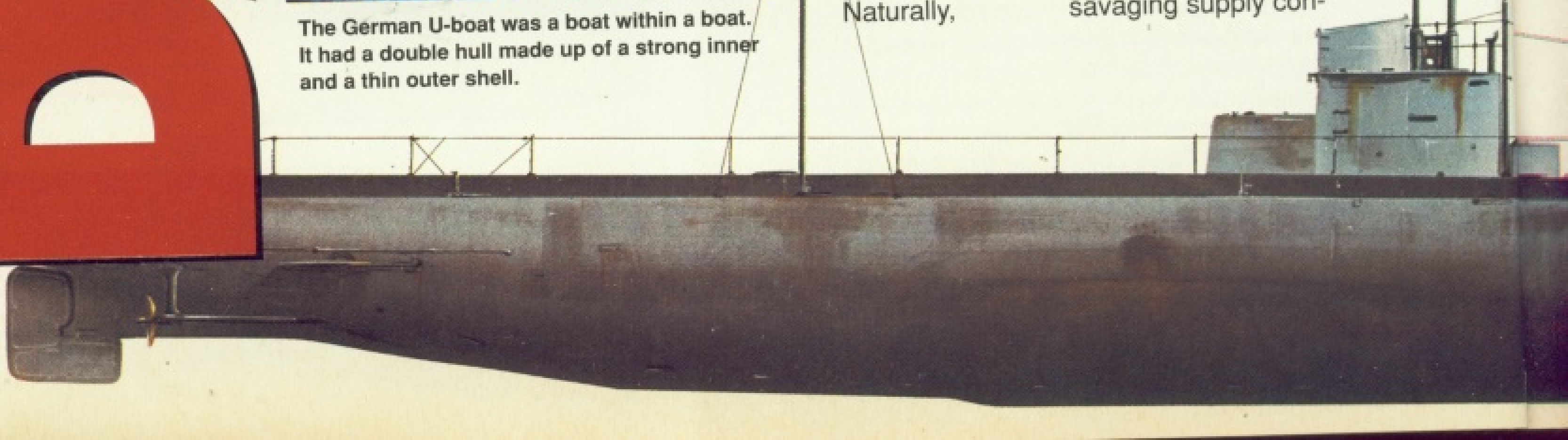
The manual looks daunting, but much of it is (well-researched) detail while the game is quite easy to get to grips with. Opting for Baltic Training may not be the equivalent of a cruise round the Agaean, but it's definitely a good idea – not only to accustom yourself to the ship, but also to get a taste of the action sequences which take place both on the surface and underwater. You'll find yourself negotiating minefields, fighting off air attacks, shelling enemy ships from the deck gun, and avoiding depth charges. Naturally, there's time for you to get your eye in with some torpedoeing.

When you're ready to go into action you get the chance to alter the detail of the simulation. If you opt for total realism then you'll find that nearly half your torpedoes fail to detonate, you have to limp off to base to effect any repairs of consequence and that your equipment is less than perfect. Unless you're a real trainspotter you'll bend the rules for the sake of enjoyment.

There are five missions to tackle, beginning with a patrol in the Norwegian fjords. As you build in confidence, you'll find yourself hunting destroyers in the Arctic, slipping through the Gibraltar straits in fog, savaging supply con-



The German U-boat was a boat within a boat. It had a double hull made up of a strong inner and a thin outer shell.

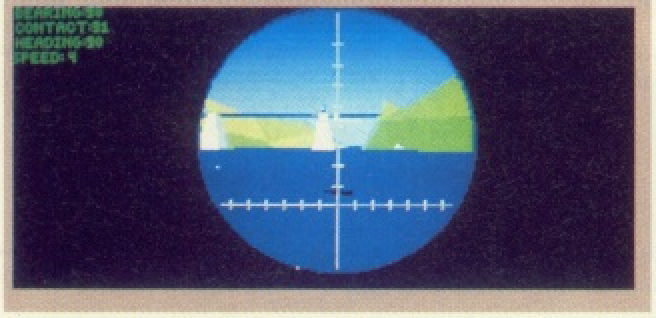




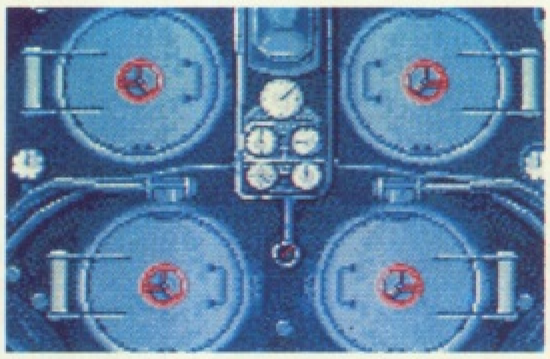
The U-boat was designed for a maximum diving depth, which ranged from between 50 and 250 metres, and if it exceeded this it was crushed like an egg shell.



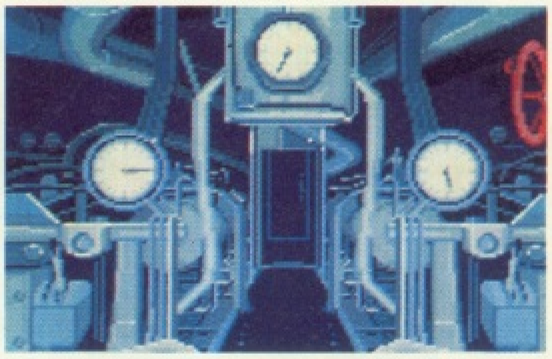
The natural U-boat weapon was the torpedo. The German torpedo weighed over 11 tons and carried an explosive charge of 300 kilos.







U-boat 570 was one of only a few German units that were captured during the course of the Second World War. The sub was badly crippled by depth charges and the crew surrendered. A year later the HMS Graph, formerly the U570, entered active service for the Allies.



voys in the North Atlantic, and chasing an enemy sub in the Bay Of Biscay.

The game is played from a number of different screens depending on whether you're on the surface or not. Up top you can stand in the conning tower and sweep around the horizon with the binoculars. Below there's the control room where the periscope is, and then the various other nexus points of the sub: torpedo room (where you can select the type you use from acoustic, magnetic or looping); the engine room; map room; and radio room.



Communications and new orders are reported to you via on-screen messages, and clicking into the radio room allows you to decode them, but when you send signals don't forget to encode them yourself. If you forget the enemy respond by thanking you for the information and then blowing you out of the water.

The game is absorbing and the action sequences are good, but while *Das Boot* strives to achieve the kind of quality found in the class flight simulations, it does fall short. The graphics, while far from disappointing, lack the polish to make you sit there and flip through the external views and gasp. On top of that the scrolling is jerky in places. There is sound, and whilst you don't expect to hear much underwater, far more could have been done to supply atmosphere – at no time playing *Das Boot* did I really lose myself in the game, surely the acid test for a top drawer sim.

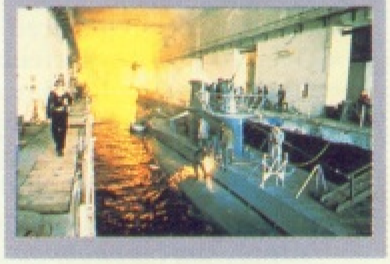
Mike Pattenden



Conditions on the U-boats were cramped and claustrophobic.

DAS BOOT

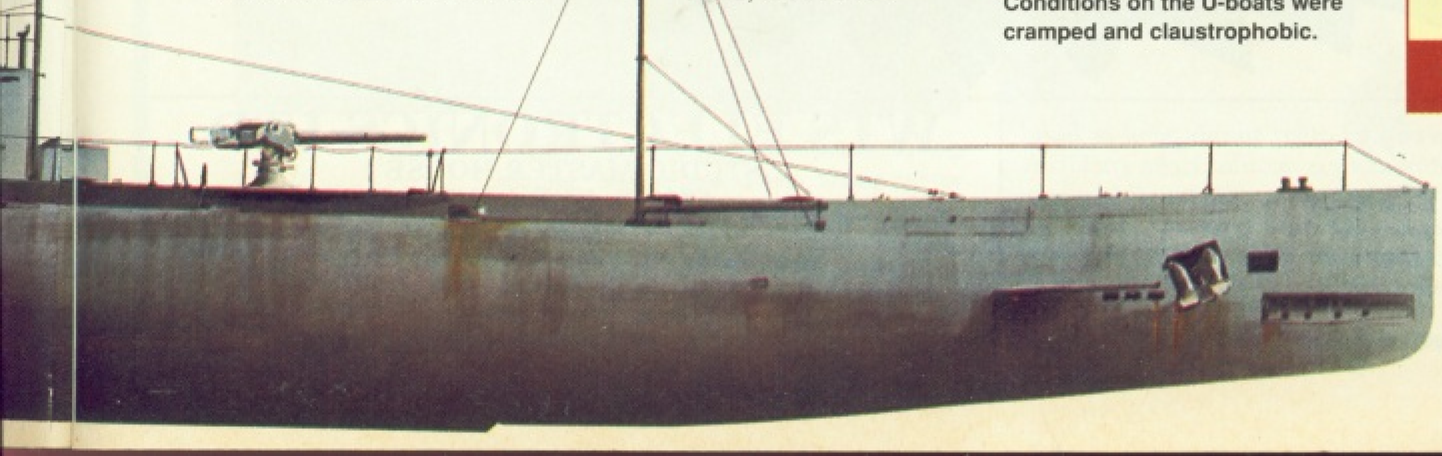
In its original form Das Boot was an epic TV tale, adapted by Wolfgang Peterson in 1981 from a novel by Lother-Gunther Buchheim, that became the most costly German film ever. The story follows the perilous life of the crew of a U-boat patrolling the Atlantic during WWII. There's no glamorisation of what was a frightening and cruel job conducted in inhuman conditions. It was later shortened for cinema release to just over two hours, but really should be seen in six hours plus form in which you not only cease to view the crew as the enemy, but learn what claustrophobia really is. Brilliantly shot and thoroughly absorbing there's never been a better submarine movie.



MINDSCAPE £30.64

"Submarine war sim that doesn't plum the depths"

GRAPHICS	82%
SOUND	68%
LASTABILITY	88%
PLAYABILITY	85%
OVERALL	**84%**

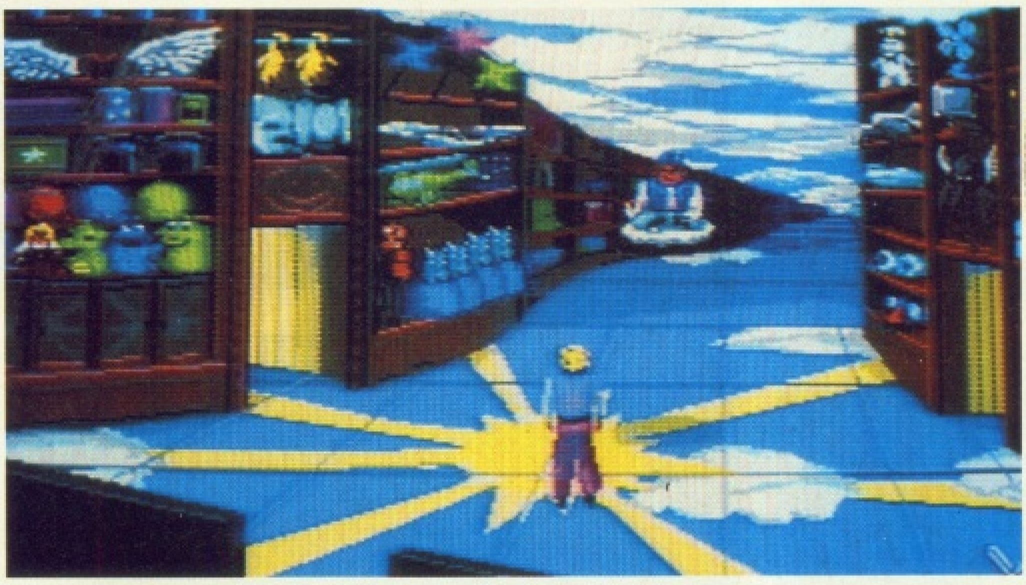


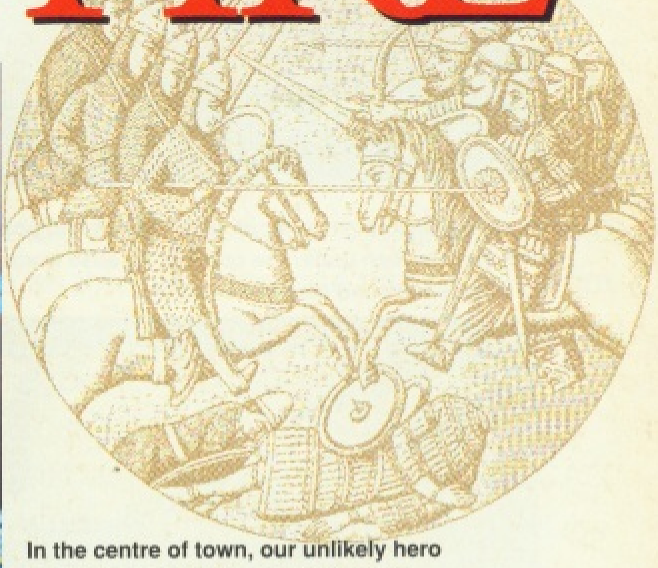
QUEST FOR GLORY II
TRIAL BY FIRE

As can be expected from Sierra, *Quest For Glory* begins with a very unlikely tale of one man and his magic carpet. As the game's hero and the driver of said blanket, whilst on a routine(!) scoot through the skies of the mysterious East, a rogue spaceship struck your motorised Axminster and forced you to land in the middle of two cities. Quite why you escaped unscathed beats me – after all, a two-thousand ton lump of super-heated spacecraft would probably cause more than a bumpy landing – but, being a lucky beggar you end up stranded in the middle of nowhere. After arriving at the Kattas Tail Inn your first problem is finding your way around the souk, a labyrinth of narrow alleys. The purchase of a map seems a top priority, but unfortunately you are only carrying gold, and cannot buy one until you have changed this into Dinars (I wonder if they accept Dinars Card!), the local currency. But how can you find the moneychanger without the map?

In keeping with most Sierra titles, the solution to problems is to ask the right person the right questions. There are characters aplenty in the play area's assorted village squares and shops, and many of them are quite helpful. Indeed, there was a general consensus that a Saurus is an essential form of personal transport for crossing the desert to Rasheir. And I was told that these fine creatures never let you down – trust mine to be an exception to the rule! The cowardly beast tossed me and bolted at the first hint of trouble, leaving me to face bandits, scorpions, or whatever nasties the desert threw at me!

At the outset, the player must create the type of hero he wishes to be. Choose from Fighter, Wizard, or a Thief, each of whom can be fine-tuned by distributing 'top-up' points to attributes such as intelligence, magic, stealth, vitality, etc. The way the game plays differs according to the main hero style chosen, and more marginally according to the





In the centre of town, our unlikely hero prepares to enter the desert and the adventures within. Soon you'll encounter murderous bandits and giant sized scorpions with more than a sting in their tail.



Eastern bunkbeds?! That shabby looking 'squatter' may be able to help. Watch out for the belly dancers (Tuesday nights only).



QUEST FOR GLORY II
TRIAL BY FIRE

added top-up points. Having decided to become a Wizard, as soon as I had the relevant gear I headed to the magic shop for a spot of shopping for a few spells. Keapon Laffin, the spell emporium's proprietor, has a neat turn of phrase, but inspires little confidence, although he can navigate his emporium in a way that disproves my perception of it as merely an optical illusion.

The Enchantress was next on my visiting list, and it was quite tricky getting into her sumptuous apartment. After having a cup of tea, I asked her a few pointed questions, expecting to receive a crash course in practical magic, but it must have been the silly questions I asked that let me down. On, then, to the astrologer, who seemed particularly reticent about what the future held in store. And what he did predict he soon discounted: 'Naw! It will never happen!'

Quest For Glory II has a gentle sense of humour, and its puzzles and problems tend more to the logical and less to the intuitive than previous Sierra offerings. And there's plenty of play before the end of the game is reached. After ten hours or so I've only scored 55 out of a possible 500 (OK, so I'm dimmer than your average wizard!). Nevertheless, after completing the game once, there are still the methods of two other heroes to exploit. I liked this far better than the most recent Sierra releases and rank it almost on a par with *Space Quest*. If you enjoy playing Sierra's trademark games, you'll love this. If you've never tried a Sierra adventure, here's an ideal starter for you.

Keith Campbell

QUEST-IONS, QUESTIONS

Quest For Glory II is a '3D' graphic adventure, in which your character is moved about the screen using the arrowed cursor keys, mouse, or joystick. The character is animated, and can pass behind foreground objects (hence '3D') and through doors, up steps, etc. Moving through an exit takes the action to a new screen, which usually loads from disk. This can be a rather lengthy process, depending on the amount of detail and possible action in the screen that's loading, but owners of a hard disk will find the time greatly reduced.

Commands other than movement are entered in text directly from the keyboard. Hitting a key opens up a text window superimposed over the graphics. Hitting Return executes the command and removes the window. Reply windows time out if not removed sooner by hitting RETURN. The game goes into 'combat mode' when the player is attacked, and he is trapped into fighting the bandit or monster as best he can for his hero type. Sound effects and music accompany most of the action. Sierra music is often very catchy, but due to the Arabian flavour of this game, I found much of the music bordering on dirge.

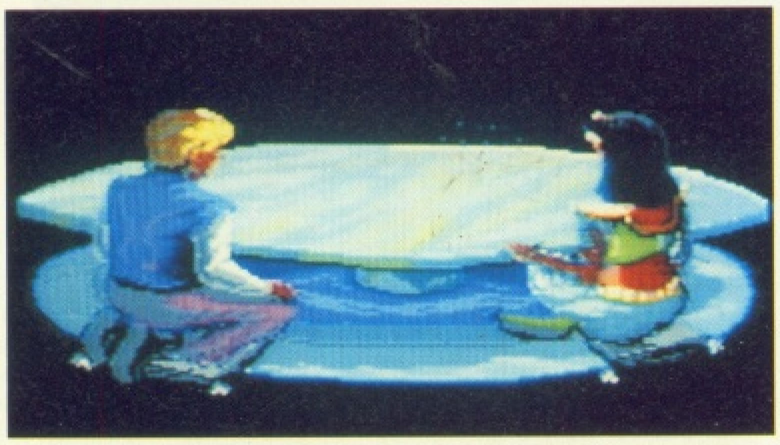
Saving the current game position is highly recommended, but the manual is sadly lacking. It is necessary to have a pre-formatted disk available, and it is quite disconcerting when, after following the generic instructions, the computer insists that the disk is full. To overcome this you should follow the specific instructions for saving to diskette in MS-DOS (select 'change directory' and back space over the directory shown), and then enter DFO: in place of the a: required by MS-DOS. This also applies when loading a saved game the first time after booting up for a new session.



Inside the shop all manner of useful spells and potions can be found – with more hidden under the counter. Choose from a vast array of chemical compounds and magical mixes.







Above: Wandering through the massive desert landscape our hero encounters an unusual ally.

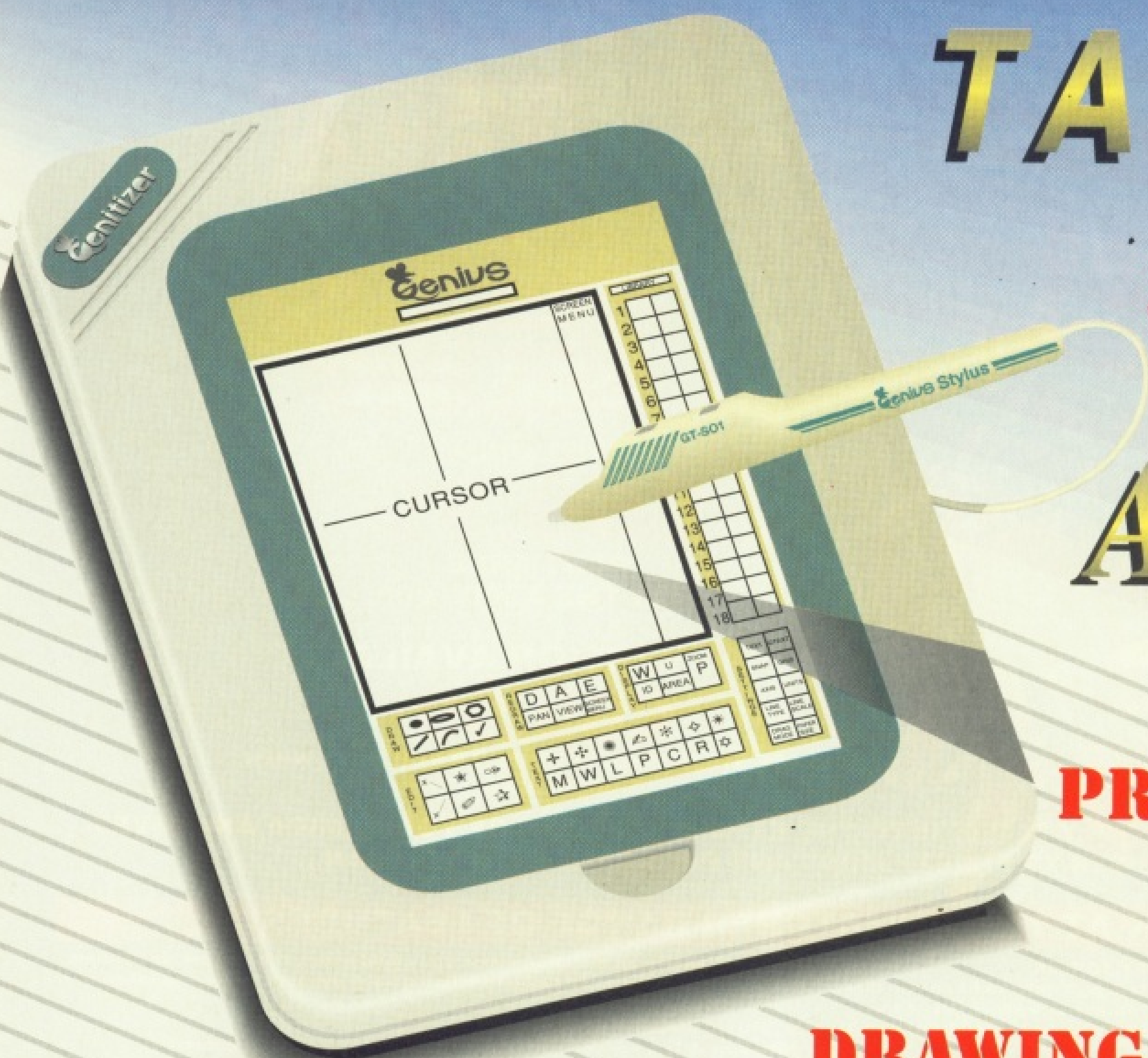
Left: Taking tea with the Enchantress is a useful way to learn magic – providing you ask all the rigth questions.

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GRAPHICS	90%
SOUND	85%
LASTABILITY	87%
PLAYABILITY	78%
OVERALL	**86%**

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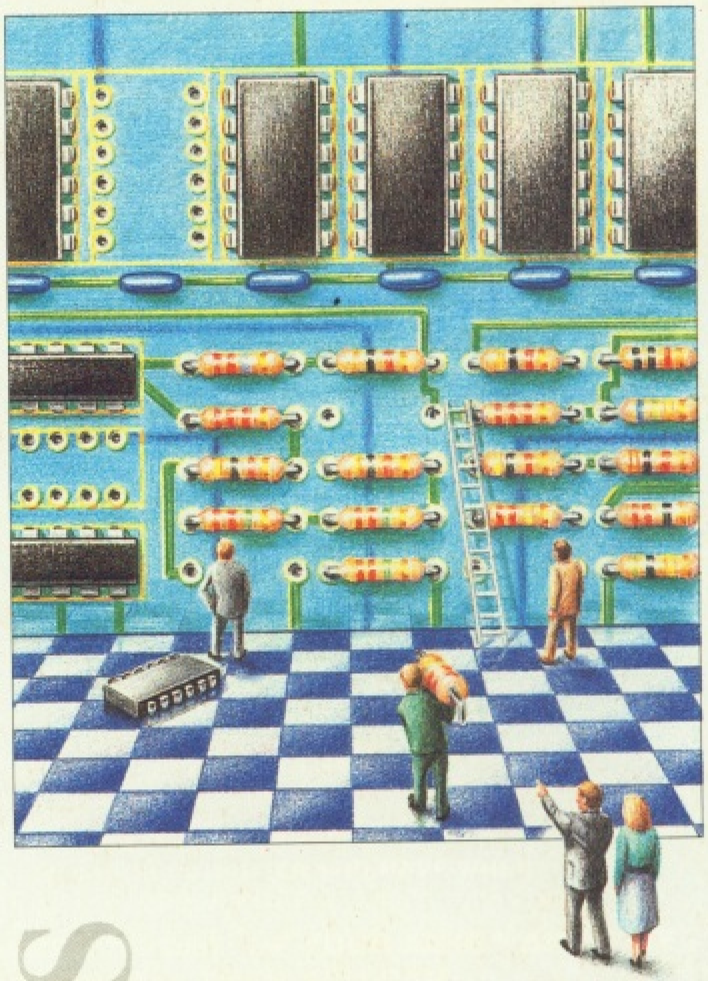
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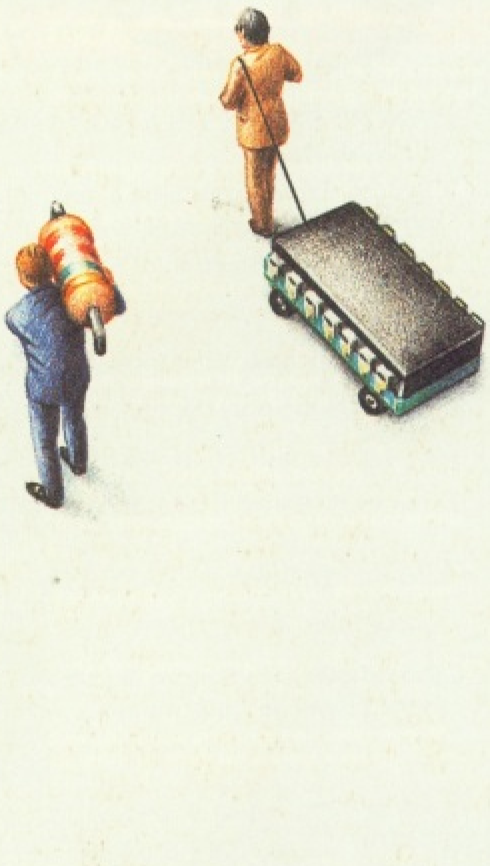
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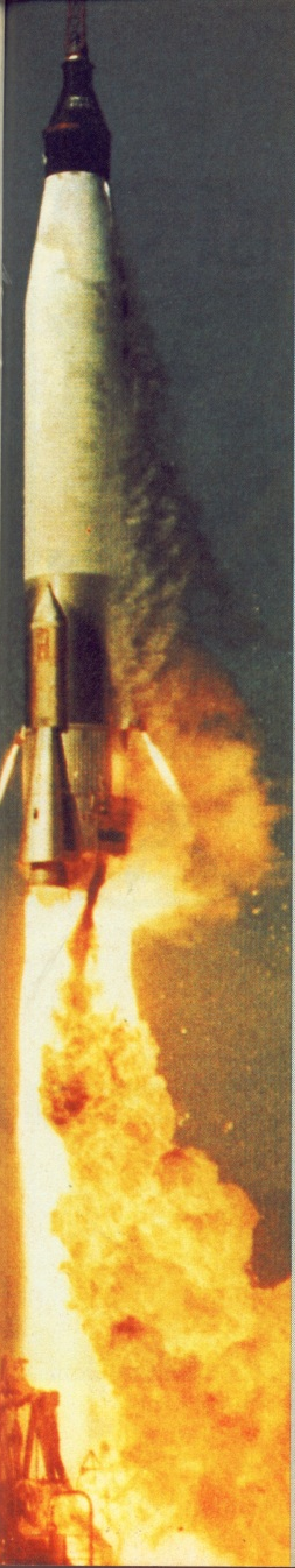
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MEGATRAVELLER
THE ZHODANI CONSPIRACY



SCREENSTAR



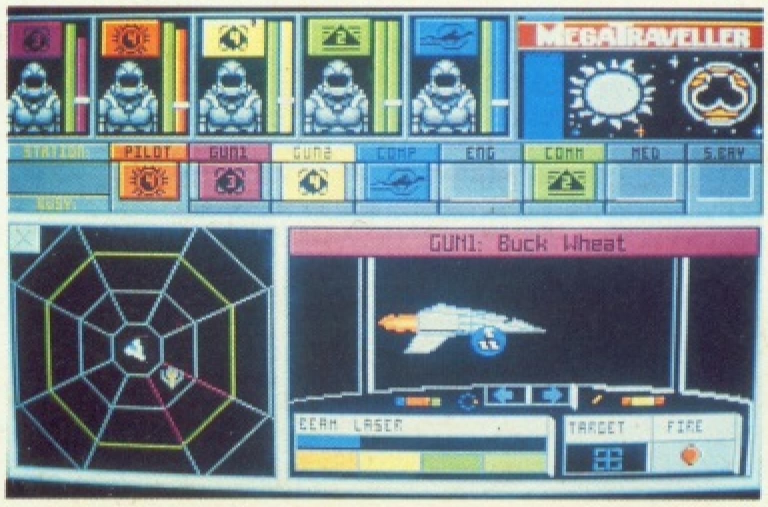
As well as guns and knives the party can equip themselves with a variety of grenades, guaranteed to wipe out the most stalwart opposition.



The Traveller table top RPG gave its players the chance to pilot huge space craft across the galaxy, lead the life of an intergalactic mercenary or just while away the days in a bar in Andromeda potshotting tourists with a Gauss Gun. The computer game holds true to its pen and paper original and should quickly establish itself as one of the best sci-fi role-playing games around.

First up is the party generator. Five characters have to be designed, enlisted in branches of military service to acquire skills, then equipped with weapons and armour. From there they find themselves in a bar on the Planet Efate, sipping whatever intergalactic mercenaries drink, when a woman bursts in and hands the party half an imperial seal and a hologram player. Hot on her heals is a group of heavily armed men who open fire on both her and the party. This dumps you straight in at the deep end: a fire fight.

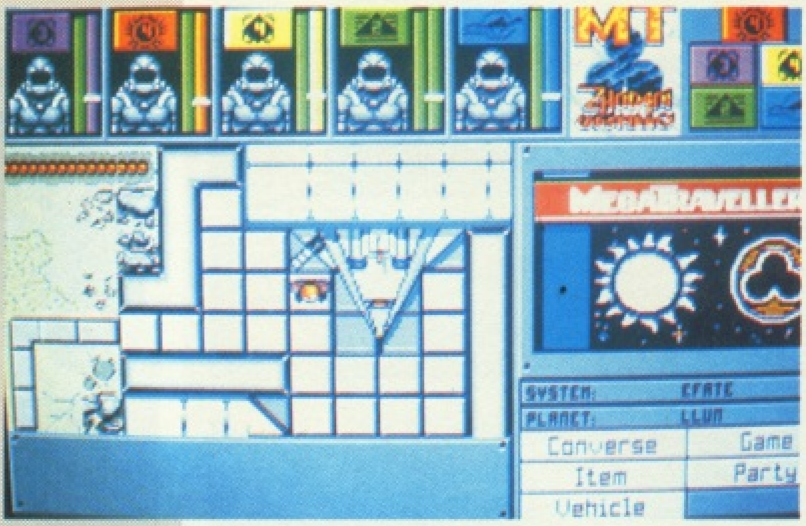
All five characters are shown as one icon, which can be moved around a planet with the cursor keys, joystick or mouse. When combat starts the party is split into its five component characters, which is where ➤



MEGATRAVELLER
THE ZHODANI CONSPIRACY



Some planets have heavily polluted atmospheres. The party will perish without their respirators.



Trading, banking and game saves are all dealt with at starports. Customs also reside here, and will confiscate any illegal weapons.



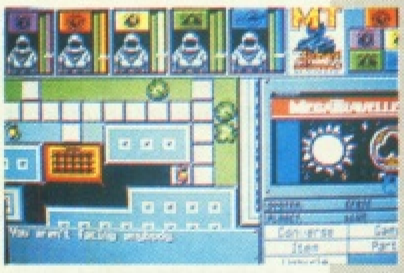


Rocket launchers and grenades aren't environment friendly, as you can tell by the craters.



The good, the bad and the really ugly all feature. Some characters are friendly, at a price.

things can get a bit confusing. Combat takes place in real-time, so each character has to be told what to do at the start of a battle. They can reload their weapons, move, chuck a grenade or shoot. If they're facing a lot of bad guys their orders need to be constantly updated and



unless you're really familiar with the control system this can often be a very complicated procedure.

During this brief encounter the heroes are informed that they've got to capture Konrad Kiefer, the boss of a backwater planet who's letting the Imperium's enemies use it as a base.

The variety of weapons are enough to make Saddam Hussein go weak at the knees. Pistols, machine guns, assault rifles, laser weapons, plasma guns and multiple rocket launchers make up the arsenal. Although lots of these weapons are banned on some planets they can still be smuggled through customs. For those on the receiving end there's a wide range of armour available, which starts with toughened leather jackets and ends with the almost indestructible Battle Dress.

By reading the manual you get a good idea of how big the game really is. It took me a long time to understand the basics of party movement and control. Once I had that licked it was onto the space section, which is also very complicated. Back to the manual again.

Part one of the mission involves earning enough cash to kit your ship out for a long hyperspace jump. To earn money you can resort to a life of crime. Mugging innocent people or turning your hand to space piracy can be very profitable, but this attracts interest from the authorities. There are 'nice' ways of making money. Trading can be profitable, as can bounty hunting. You can also go on missions set by NPCs, which usually require the recovery of a particular object.

In part two you have to track down and wipe out Kiefer. This is where your characters need to employ all their skills and equipment. The puzzles, traps and gun battles become more frequent and there isn't time to turn back to the manual.

If you're a fan of the Traveller RPG, or are prepared to sit down and learn how to play what is an absorbing and entertaining game, then this is a definite must.

Mark Patterson

EI £30.64

" Fantastic RPG with loads of puzzles... "

GRAPHICS	68%
SOUND	65%
LASTABILITY	90%
PLAYABILITY	80%
OVERALL	**88%**

MILITARY SERVICE

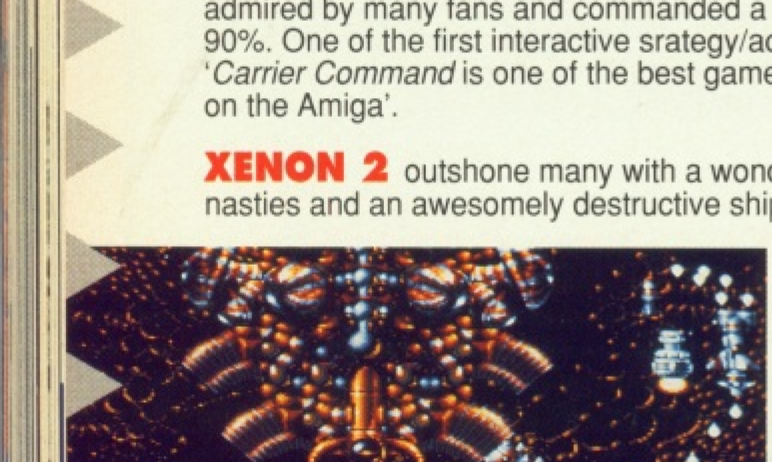
Marines are the real hard nuts of the galaxy, with a good knowledge of weapons and starship operations. The army is the easiest service to get into, and provides a huge array of weapons and survival skills. The Navy are really picky as to who they'll admit, but a naval officer is essential if you want a competent starship pilot in your party. Merchants are taught negotiating and language skills which is vital if your basing your game strategy around trading. Finally, there are the scouts, the explorers of the game. There is no promotion system for scouts, instead they are taught a huge variety of skills and receive excellent benefits when they leave the service.

MIRROR, MIRROR ON THE W
SEND ME THE BEST OF THEM ALL

3D POOL was hailed as 'fast, realistic, playable, addictive fun' and given a CU rating of 81%. The game's many options include practice, the tournament, and a chance to try out 15 trick shots. The pool table can also be viewed from almost any option. Once the art of topspin and backspin are conquered, try for a flashy Hurricane Higgins style to beat Maltese Joe in the championships!

CARRIER COMMAND requires you to protect and defend a valuable form of volcanic energy. Luckily, you are aided by super-duper aircraft carriers. The game was admired by many fans and commanded a CU rating of 90%. One of the first interactive srategy/action titles, '*Carrier Command* is one of the best games ever to appear on the Amiga'.

XENON 2 outshone many with a wonderful array of nasties and an awesomely destructive ship. The space craft could obtain at least twenty weapons including side shots, power-ups and electroballs. Do battle with space snails and metallic droids. *Xenón 2* received a rating of 88% and earned high praise indeed: 'it's what you bought an Amiga for'.

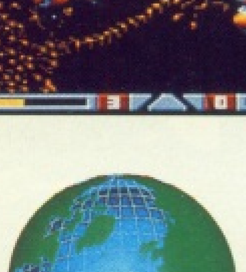


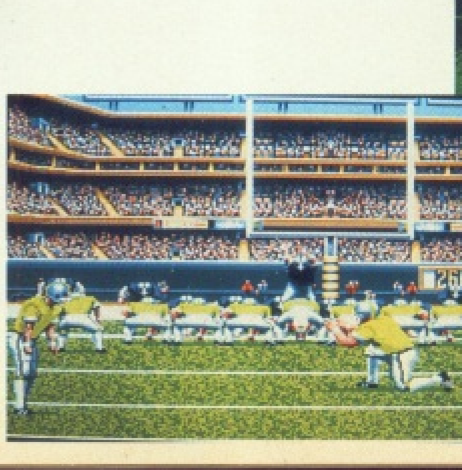
THE THREE STOOGES must surely be one of the funniest games ever. The gruesome threesome promised to save an orphanage from a heartless landlord, and the ensuing scenarios include a Pie Fight and a Slap Fight. 'Out of all the games I have played on the Amiga so far I enjoyed *The Stooges* the best,' claimed our reviewer and awarded it a healthy 80%.

WATERLOO earned a well deserved score of 88%. Great 3D graphics enable you to view the course of events from any position. *Waterloo* takes historical accuracy to the limit as you rely on runners for information. Therefore prepare plans well in advance as the state of play can be out of date or inaccurate.

Don't let **PASSING SHOT** pass you by if you're a devotee of white clothing, as it must be one of the most comprehensive tennis games. Try out different playing surfaces – do you have a preference for clay or grass? Emulate a real pro and wander across the globe playing in all the most important tournaments. Isn't life tough at the top!







R
E WALL,
ST GAMES

Win! A gameplayer's dream come true... some lucky person will receive an entire year's supply of Mirror Image games (a grand total of 26). The sun also shines on ten runners up, who get a game of their choice from Mirror Image, the brand new retrospective label from Mirrorsoft.

Some classic 16 bit games will be re-released, including *Carrier Command, 3D Pool, Xenon 2, Waterloo*, and *TV Sports Football*. To whet your appetite, we time travel back to yesteryear's reviews and see how the games were received.



MIRRORSOFT



TV SPORTS FOOTBALL achieved a rating of 83% and was greatly admired for great graphics and the wacky American anchormen who were pure cheese cake. Learn about the great strategy game of American football. You can choose from league or exhibition matches, so get ready for touchdown!

SKY CHASE is the aim of this game: 'blow your opponent out of the sky as many times as possible'. Air combat at its best. Play against another player or the computer. The screen splits vertically down the middle, with each player having a view from the plane. The cockpit display shows speed, altitude, ammunition, etc. So loop the loop and make the money in your pockets fall out.

competition

And now for the amazingly hard bit - answering the questions! Don't be lazy; this could be your big chance for fame and glory. Wrack your brain over these little teasers.

1 Who were the generals involved in the battle of Waterloo?

2 What are the names of The Three Stooges?

Race those replies by pigeon post to:-

MIRROR IMAGE COMPETITION
CU Amiga
Priory Court
30-32 Farringdon Road
London EC1 3AU

Not open to employees of EMAP Images or any company involved in the production and distribution of CU Amiga or Mirrorsoft.

Eighteen months ago, the shelves of your local software emporium would have been groaning under the weight of countless *Ikari Leatherneck Victory Road Warrior* yomp 'em ups. Consequently, in these days of multi-disk epics and stunning advances in game design, it is more than a little odd for another of the gun-toting genre to make an appearance. Still, originality aside, what *Warzone* does provide is eight long stages of well presented and suitably hectic 'shoot to kill' action. Core make no apologies for *Warzone*'s derivative nature and their main intention when starting the project was to wipe the floor with its many predecessors. In addition, they haven't wasted time on a scenario – after all, we all know the score: 'soldier meets guerrilla, guerrilla gets killed by soldier, soldier repeats process until the end of the game'...

Warzone is made up of four separate stages, each of which is split into two halves. Initially armed with a paltry rifle, the two heroes must be guided upscreen, cutting a swathe through the numerous enemy soldiers and installations that appear from all sides. However, rather than allowing them a free run of the screen, manoeuvring is impaired by the addition of narrow tunnel systems which restrict the range of your firepower and give the enemy a slight advantage. However, in their favour, the two soldiers can collect a series of more powerful weapons, which are located within slim white cases and supply the heroes with flamethrowers, laser-rifles, and grenade launchers, all which can be upgraded for up to three times more devastation.

The enemy forces are represented by hundreds of foot soldiers who are armed with machineguns and rifles, along with ground-based installations, such as gun turrets which can only be taken out with an upgraded weapon, and the usual array of jeeps and tanks. As they appear, spewing flak all over the screen, contact with them and their bullets must be avoided at the pains of death. The two soldiers start each game with three lives in tow, each of which is bolstered with five hit points. Whenever the heroes are on the receiving end of a bullet, one of these points is depleted, and when all five are exhausted not only is a life lost but the last power-up or weapon, too.

There's no doubting that Core have succeeded in their attempt to breathe new life into the ageing *Ikari*-style blast, and the sheer number of neat touches and additions that have been made add to the action perfectly – especially the burning corpses of an enemy squaddie on the wrong end of the flamethrower! The range of enemy installations and bases are brilliant, as are the four varied backdrops, and when you consider how much is happening onscreen it is a surprise that it doesn't slow down. In all, *Warzone* is a fast and well-paced blast, with plenty to see and shoot and, while it's not worth a Screen Star, it's still worthy of consideration.

Steve Merrett

CORE DESIGN £20.99

"Superior *Ikari Warriors* clone with plenty of action"

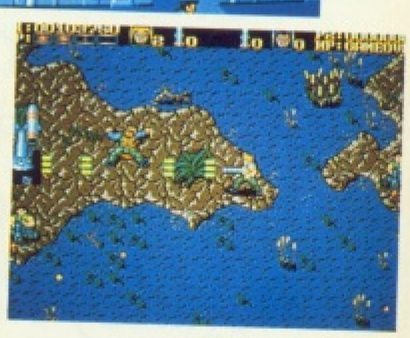
GRAPHICS	80%
SOUND	75%
LASTABILITY	73%
PLAYABILITY	80%
OVERALL	**79%**

WARZONE







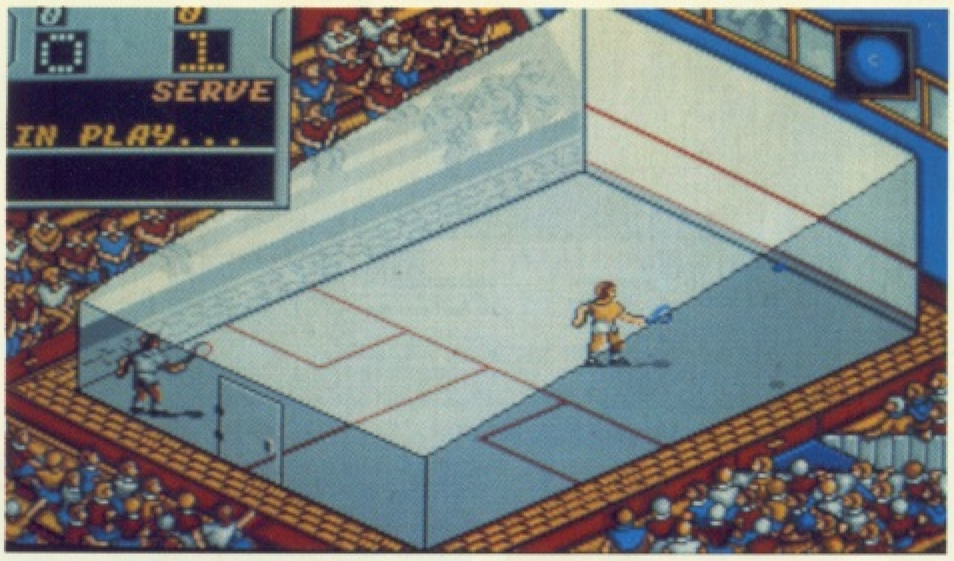


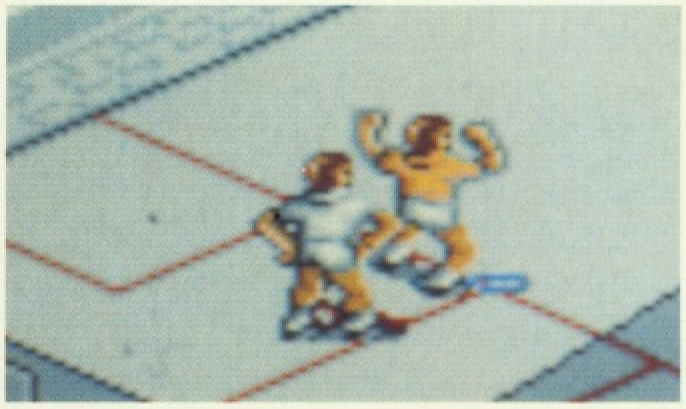


Blast your victims with a wide variety of weapons including a napalm-blazing flamethrower – Frying Tonight!

A-TT-EN-SHUN!!

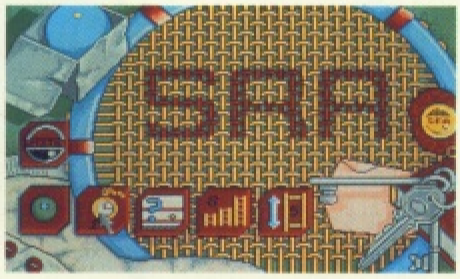
The military shoot 'em up first appeared when those gun-toting twins, Vince and Paul, starred in the first of the never-ending *Ikari Warriors* series. At this point, practically every developer in the country started work on similar style games, with Infograme's weak *TNT* the first past the post. Apart from Elite's official *Ikari Warriors* conversion, only Steve Bak's *Leatherneck*, which was distributed through Microdeal, came up to scratch – and it was also the first game to incorporate a four-player mode. After a while, and after such drivel as *Victory Road*, *Dogs Of War* (again by Bak), and *Guerrilla Wars* hit the streets, the sub-genre fell out of favour. Now that Core have revived it, who'll be the first back on the band wagon? After all, U.S.G's *MERCS* conversion is just round the corner, and who can tell what's following...





JK WORLD CHAMPIONSHIP SQUASH

There's something worrying about a game in which the sole aim is literally to thrash the ball against a wall more times than your opponent. Played by flabby office workers and old school types for whom one more rung on the squash ladder is one step nearer the boardroom, it is a game singularly without glamour. That said, Jahangir Khan hasn't done too badly and is regarded as the Steve Davis of squash. With six world championships and nine successive British Open titles under his belt, he only loses in leap years or when he plays with the racket held between the smallest toes of his left foot. It may well come as a shock to him then when he learns that he has recently lost forty on the trot in the inaugural CU Amiga Amateur Challenge League. Laughed off the court and out of the showers his name is now synonymous with failure, thanks to some dubious ball bounces



You can imagine the problem of programming a game of squash when you have to show the ball bouncing off four different walls at various times. Krisalis have chosen to show the game from above at an angle rather than looking straight down on the court which would have made it difficult to ascertain height or depth. It's a compromise which doesn't work. When you add that to the small, poorly animated figures and their seeming lack of ability to play a variety of strokes (or even a backhand) then you begin to understand that *JK's Squash* doesn't really cut it as a sports simulation.

There's plenty of options which cover league and championship play. You can play with different balls, change the time of matches, and display player statistics. However, no amount of frills, or intermediary digitised pictures, can disguise the limitations at work here.

Mike Pattenden

KRISALIS £25.53

"Let down by unrealistic ball movement . . ."

GRAPHICS	63%
SOUND	80%
LASTABILITY	58%
PLAYABILITY	59%
OVERALL	**61%**

QUADREL

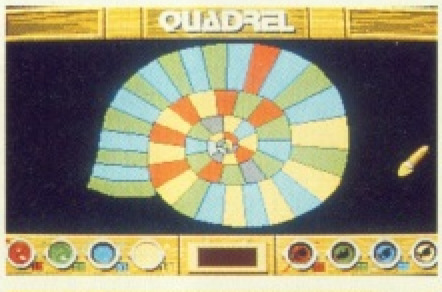
Using the popular belief that simple games are the most fun, *Quadrel* attempts to dispel this. In the past, such puzzling classics as *Tetris, Puzznic*, and *Block Out*, have built up a reputation for solid, if limited, fun with the emphasis on stretching the grey cells rather than the reflexes. With Quadrel, though, the all-important idea behind the game just isn't enough to sustain interest and consequently we are left with a very bland 'paint the squares' affair.

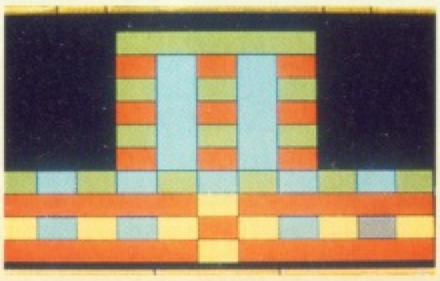
The game is split into a number of beige levels, each of which are broken up with a pattern of crossing lines and shapes. Below this main area are a limited selection of four coloured paints, and these must be used to colour the screen. However, this apparently simple task is made harder thanks to a rule that means that two squares of the same colour cannot be placed next to each other. Thus, strategic plotting is required before the screen is fully painted and the next level reached – especially since the number of paints available decrease with each stage.

Although the addition of some extremely tough levels and a two-player mode add to the game's longevity, I don't think that anyone will be bothered to see it through to the end as the game is basically very dull. In terms of presentation, there is very little to raise it above the norm, and the slow nature of the gameplay is the final nail in the coffin. In all, *Quadrel* has a lot of potential as a game idea, but Loriciel's implementation leaves a lot to be desired.

Steve Merrett







LORICIEL £25.99

"Slow and terminally dull puzzler – avoid"

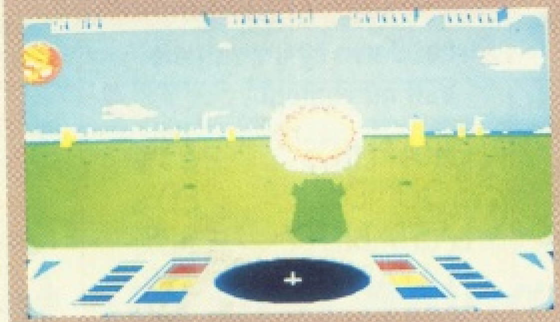
GRAPHICS	34%
SOUND	42%
LASTABILITY	33%
PLAYABILITY	48%
OVERALL	**37%**

ENCOUNTER

Blimey, this takes me back a bit! One of the first games I ever had on my trusty but now deceased (sniff!) C64, *Encounter* was also the first game to appear from the Howard Hughes of the programming world, Paul Woakes and was the prelude to such classics as *Mercenary* and the much-delayed *Damoclese.* Quite why Novagen have released it on the Amiga, though, eludes me. For those of you either too young to remember Mr. Woakes' aforementioned 8-bit classic, *Encounter* is basically an extension of the age-old *Battlezone* scenario, and when it was originally released, was praised for its (then) stunning fast filled graphics – and the lack of glitch associated with the genre. Unfortunately, what you considered hot and stunning in the old days now looks decidedly dated.



The basic idea of the game is to patrol an oddly-coloured desert and take out the enemy spaceships and missiles before they get to you. However, punctuating the barren landscape are a series of metallic columns, and these can be used to deflect shots and to hide behind. And that's it. Each level plays host to a set number of enemy craft, and once these have been cleared, its off to an asteroid field for a spot of debris dodging before access to the next suitably gaudy stage is granted. Although this may sound a little damning, there's no doubt that *Encounter* is a playable little blast. The graphics, whilst not pushing back any barriers, are smoothly updated and the enemy ships are fast and deadly. The trouble is that there just isn't enough to do, and when you consider that Novagen are asking twenty-odd quid for it, I don't think that pure nostalgia offers enough for your money.





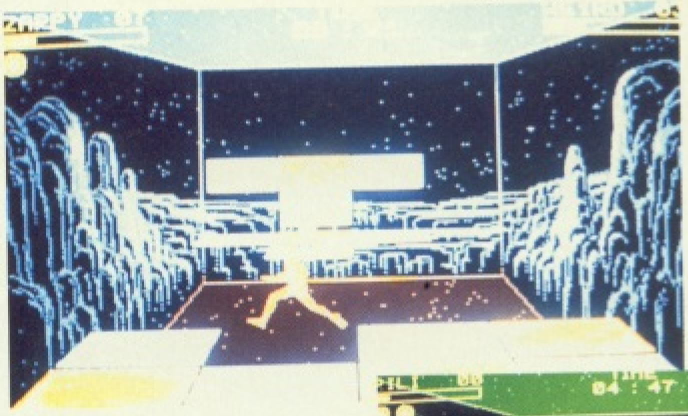
Steve Merrett

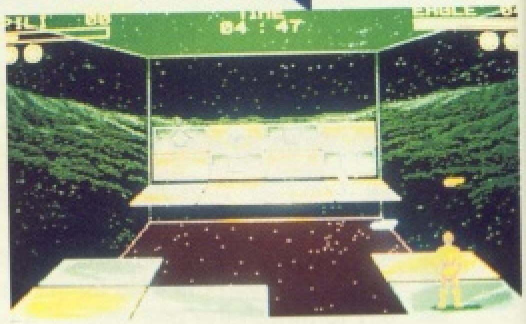
NOVAGEN £20.42

‘ Old 'uns are not always the best 'uns ’

GRAPHICS	65%
SOUND	45%
LASTABILITY	34%
PLAYABILITY	56%

OVERALL 57%



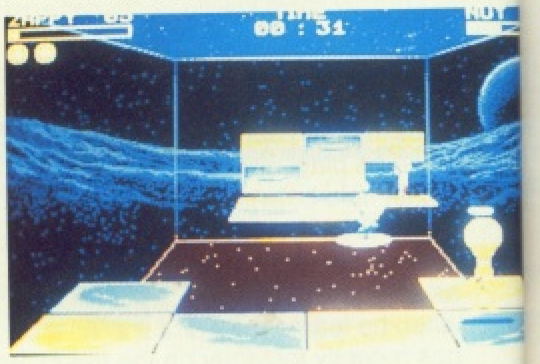


DISC

In the distant future, disc throwing has evolved into a deadly gladitorial contest between rival athletes.

Set in an enclosed arena, both combatants occupy raised platforms, and are armed with electrified frisbees. The two players are separated by a deep canyon, certain death looming if either player should lose their balance and topple over the edge.

The aim is to defeat an opponent by either blasting away the tiles beneath him, destroying his energy level with repeated blows to his body, forcing him into the abyss or scoring the most points within an overall time limit.



Each horizontal tile is also represented by a corresponding vertical block. Throwing a disc at an opponent's vertical tile, and hitting it several times, will cause both the vertical and horizontal tiles to disintegrate. By careful shooting, it's possible to isolate a player on one square, or blast away the ground beneath his feet.

It's possible to improve your individual rating through seven grades up to Great Guide status by defeating fifteen opponents of varying ability. A training option helps you to grasp the basics of the game without affecting your overall grade. The joystick controls are fairly straightforward and allow you to throw the discus with a fair amount of accuracy and parry incoming shots by raising power shields.



A player can choose to enter a tournament and face random opponents from any grade, play in a championship and fight his way up a league table, or use the challenge option to face off against specific characters. Watch out for the mystery tiles. Hit one of these and you'll be rewarded with a faster disc, shields or a number of other enhancements. From time to time, a third participant will also enter the fray and attempt to interfere with the flow of the game – he's also worth points if you can hit him.

Disc is a fast paced futuresport, especially when in two-player mode. The sprite animations are competent and scamper across the pitch in a realistic manner, even doing backward sommersaults to reach isolated platforms. Unfortunately, once ahead on points and in possession of all the discs, it's possible to sit back and wait for the clock to count down. Your opponent is powerless to interfere and once the final whistle sounds, you've won the match. If you're prepared to overlook this irritating quibble, *Disc* is one of the best futuresports on the market.

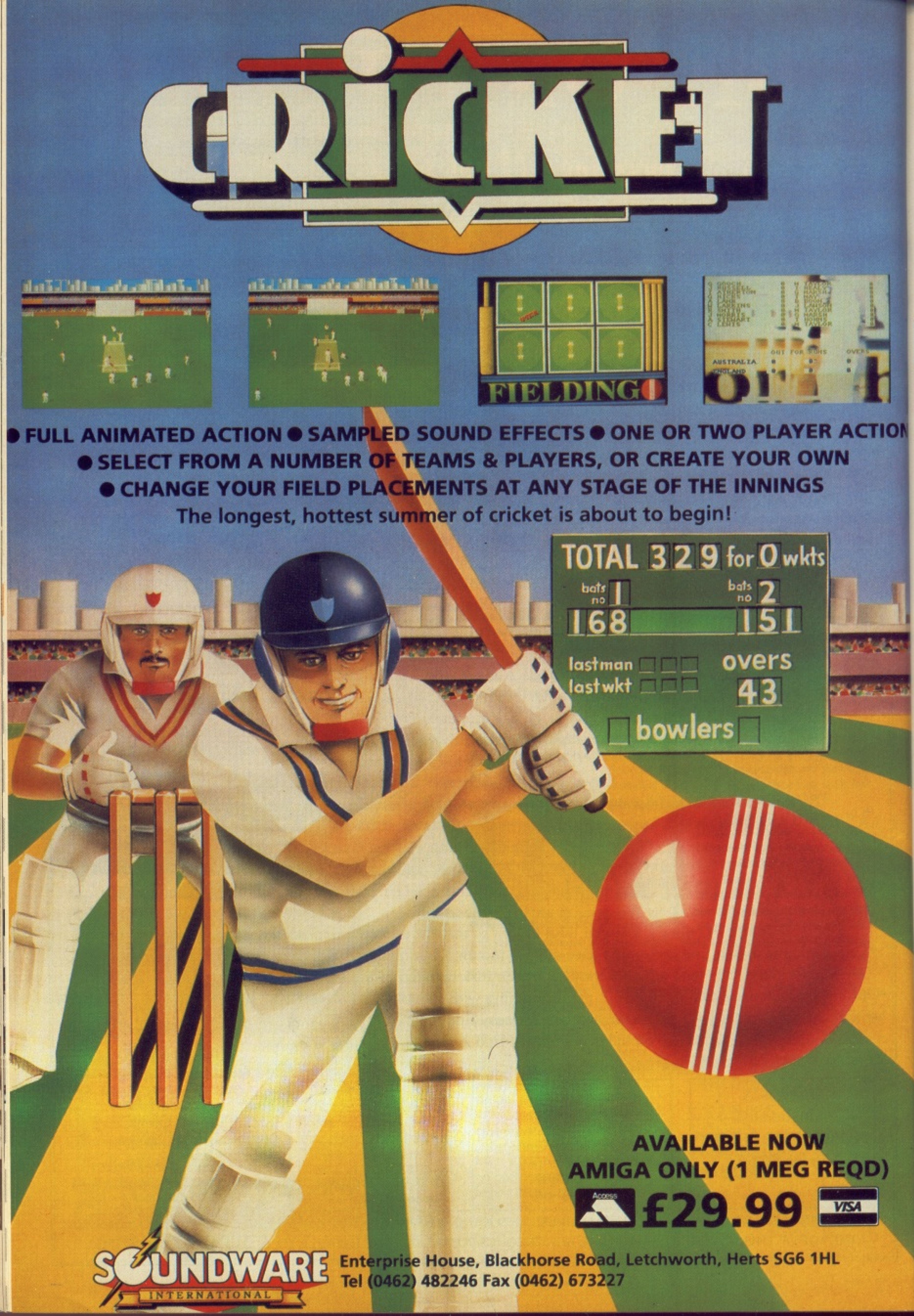
Dan Slingsby

LORICIEL £25.99

‘ A pacy game for those with slipped discs ’

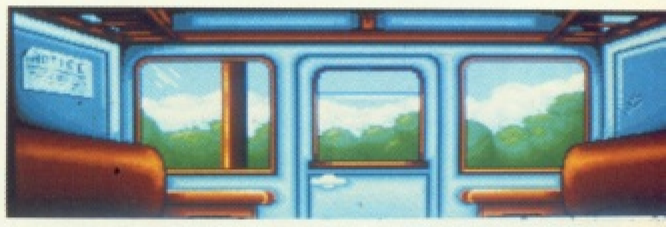
GRAPHICS	75%
SOUND	60%
LASTABILITY	74%
PLAYABILITY	78%

OVERALL 74%



CRICKET
FIELDING
● FULL ANIMATED ACTION ● SAMPLED SOUND EFFECTS ● ONE OR TWO PLAYER ACTION
● SELECT FROM A NUMBER OF TEAMS & PLAYERS, OR CREATE YOUR OWN
● CHANGE YOUR FIELD PLACEMENTS AT ANY STAGE OF THE INNINGS
The longest, hottest summer of cricket is about to begin!
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bats no 2
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151
lastman
lastwkt
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FAMOUS FIVE - FIVE ON A TREASURE ISLAND



Enid Blyton's wizard Famous Five books have sold simply squillions of copies world-wide and have been translated into dozens of languages. Now you get the chance to play the super Five as they embark on a spiffing adventure to a mysterious treasure island.





Based on the book Five On A Treasure Island, we find our courageous heroes Julian, Anne, Dick, George and Timmy the dog holidaying with their Aunt Fanny in the town of Kirrin. Nearby is the mysterious Kirrin island and its hidden treasure...







The game is a run of the mill adventure with some natty pictures. The puzzles are usually quite straightforward, though some really do need some brainwork. None of the five can get hurt, though they seem to be good at getting lost or trapped.

The parser is jolly whizzo. It understands lots and lots of commands; Julian was really suprised when he attempted to kick uncle Quentin and was sent home!

Our five heroes are full of jolly banter which is reflected in the text. Phrases such as 'Lawks! That hole looks frightfully deep, I do hope no one falls into it' and 'lashings of ginger beer' are all true to the book's style.

You can play any of the five and switch between them during the game, although Timmy is far more interested in chasing rabbits and sniffing trees! The rest of the five usually follow your character around, but don't be suprised if they go off on their own for even more jolly japes.

Five On A Treasure Island is a very risky licence which has been produced in an absolutely super way. It's a faithful reproduction of a book that has thrilled many children over the years. Fans of the book will adore this; anyone else might just throw up.

Mark Patterson



Pip! Pip! Isn't it rather splendid to be middle class? Terribly nice jaunts for the Famous Five. (Goodness knows what they're famous for!)

ENIGMA £24.99

"Terribly smashing antics for nostalgia buffs. . ."

GRAPHICS	78%
SOUND	N/A%
LASTABILITY	74%
PLAYABILITY	78%

OVERALL 75%

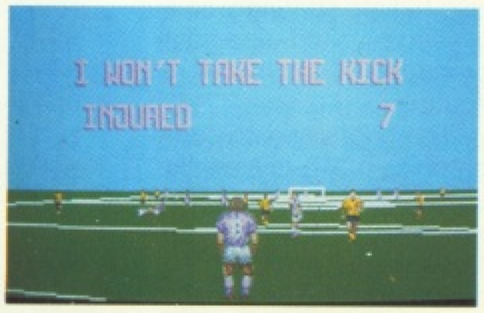
I PLAY 3D SOCCER



Trying to recreate a fast sport like soccer within the restraints imposed by the Amiga and its capabilities is a very brave step.While Simulmondo's effort is undeniably faster than MicroProse's game, it still doesn't come any where near the realism or speed that are necessary. Once a massive series of decidedly user-UNfriendly options have been bypassed, and the required options chosen, the game itself begins with a quick recce of the pitch, before the in-game view centres behind your selected player.

From this view, the computer then traces moves as the player whizzes all over the pitch in a vain attempt to gain possession of the ball. Where *I Play* fails is within this all-important control area. Although well animated, the player is cumbersome and slow to respond. When coupled with the disorientating viewpoint, the game becomes confusing to play. I spent most of my time whizzing around the fast-moving pitch, whilst trying to coax my team-mates into giving me the ball. The full range of moves available include dribbling runs, huge punts and the usual array of throw-ins. To their credit, Simulmondo have also incorporated almost all of the original's rules – including off-side. The trouble seems to be unwieldy control and unexciting action. The result is a very smart looking game with very little substance.

Steve Merrett



IMPRESSIONS £19.99

"A good effort, but sadly lacking in gameplay"

GRAPHICS	65%
SOUND	63%
LASTABILITY	41%
PLAYABILITY	49%

OVERALL 53%

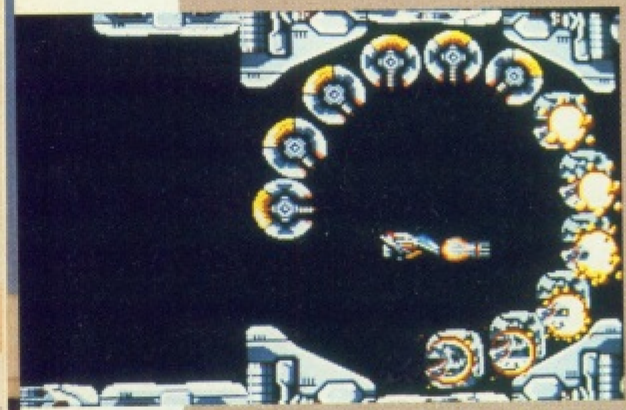
BUDGET GAME OF THE MONTH

R-TYPE

One of the most addictive arcade games, this conversion retains many of the original features. A truly playable game which can bring out withdrawal symptoms of sweaty palms and itchy fingers if you go too long without the *R-Type* experience. Once again, a life and death battle is being fought in outer space. Your job is to save the universe from some very strange looking creatures. Defend yourself from weird robotic killing machines and vicious reptilians with venomous spittle. By shooting enemy aircraft, valuable weapons can be collected.



One of the most effective is the Force (and may it be with you), which can be attached to the ship's front providing a force field against foes.The eight levels of combat provide different arenas of gameplay and excitement. The multifarious aliens are visually interesting and a real challenge to destroy. Especial nasties are the almost invincible snake-like creatures whose Achilles heel is a blue orb on its belly. How the mighty fall! A useful tool is the maximum killer beam, obtained by keeping the finger pressed on the fire button. It's a deadly weapon which can blast through three aliens. *R-Type* is a challenging and difficult shoot 'em up. A great game to become absorbed in if life has become too easy.



OCEAN/THE HIT SQUAD £7.99 OUT NOW 91%

VFM

Money too tight to mention? Bank balance edging further into the red? Fear not! Fiona Keating takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.



OPERATION WOLF

Maniacal, homicidal terrorists will go apeshit over this game. Flak jackets are the essential fashion accessory when playing *Operation Wolf* – the ultimate suicide rescue mission, in which the enemy shoots at you from the screen. Your task is to destroy everything in sight. Or almost. Murdering innocent civilians or hostages is frowned upon. In fact, your conscience suffers so greatly that your energy level drops as low as a Vietnam Vet's. However, it is permissible to terminate animals, so cheer up. Quite handy, as some beasts drop a load of ammunition as they gasp their last.



There are six levels to slaughter your way through, ranging from jungle terrain to concentration camps, where you must rescue hostages. Use bullets sparingly as supplies are limited, and save grenades for tanks and helicopters.

The bright and colourful graphics make this a jolly romp. The large sprites which seem to loom very close are a genuine threat to contend with. The soundtrack emulates gunfire convincingly, so turn the volume full on.



Operation Wolf will be appreciated by Rambo lovers. The difficulty level of this game is fairly high, so chances of becoming bored are limited. The prospect of dying time and again will fail to deter even the most hardened of punters from trying to reach that elusive sixth level.

OCEAN/THE HIT SQUAD £7.99 OUT NOW 71%

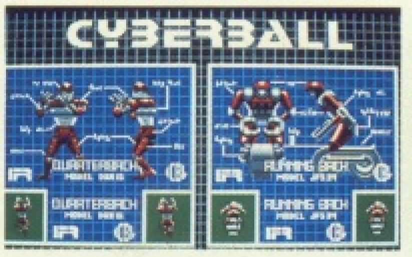
THE WINNING TEAM



An eclectic collection of games from the stables of Domark. A truly bizarre box of tricks which range from puzzle games to cops 'n' robbers.

Escape from the Planet of the Robot Monsters is probably the most enjoyable of the pack. Imagine yourself as a lantern-jawed hero liberating hostages and destroying rampaging robots.The game has very amusing touches; watch out for the impaler, which can leave you feeling holier than the pope! *Escape* has great appeal for romantics who love risking death just to walk into the sunset saying, 'Gee, it was nothing'.

Coming down to earth with a bump, *APB* (All Points Bulletin) involves arresting the scum of the streets. Catching an offender is great fun. Obtain a confession and earn a pat on the back. But kill an innocent bystander and get bawled out; the chief literally breathes fire! Unfortunately, the graphics are disappointing, the road being a disgusting purple hue. A game which has many fans, *APB* is of 'The Laughing Policeman' ilk, rather than a tough 'Hill Street Blues'.





Klax is either a very addictive or annoying puzzle game, depending on whether you go wild for stacking coloured tiles. The object is to make Klaxes – same coloured stacks of tiles. Your paddle can hold up to five tiles, so aim to be a super hod carrier. Should you drop more tiles than allowed, or if all the bins become full, the game will end. A speed up option will make the tiles come whizzing towards you, so watch out! *Klax* is a potentially absorbing game although it does not have much depth nor does it need much brain power. Best played when in zombie mood.

Vindicators will be your nirvana if you love bustling your way through a booby trapped landscape. On a merry path of mayhem, destroy control centres and enemy tanks. Equip yourself with Battle stars which bestow smart shots and bomb cannons. What more can one ask for? Perhaps better graphics, as these are fairly rudimentary. Have fun getting tanked up and blasted to kingdom come with *Vindicators*.

Cyberball is futuristic entertainment for would-be Jerry Rices or Joe Montanas. An extensive knowledge of American football is needed. Otherwise, prepare to be fazed by terms such as offensive and defensive modes, plus laterals and blitzes! The action hots up when a damaged player



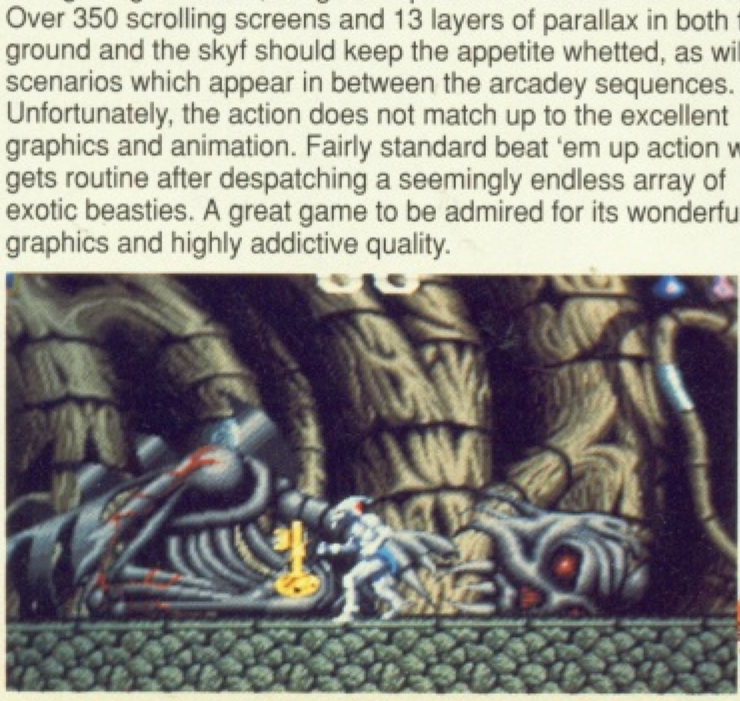
explodes in possession. Be wary of the ball's status as it can explode, destroying anyone in possession. *Cyberball* is not the most addictive game to play as it is very static with limited animations. The players seem arthritic and old before their time. Play it as a last resort.

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Shadow of the Beast was probably one of the most hyped games ever, although not without justification. The stylish graphics were some of the best to be seen. A nice touch was portraying the hero as a hideous, misshapen creature The great variety of monsters are awe inspiring. Indulge in fierce cómbat with giant green ants, winged harpies and neanderthal-like apes. Over 350 scrolling screens and 13 layers of parallax in both the ground and the skyf should keep the appetite whetted, as will the scenarios which appear in between the arcadey sequences. Unfortunately, the action does not match up to the excellent graphics and animation. Fairly standard beat 'em up action which gets routine after despatching a seemingly endless array of exotic beasties. A great game to be admired for its wonderful graphics and highly addictive quality.



Your mission in *Infestation* is to seek out alien eggs and destroy them with cyanide gas. Not terribly sociable but life is tough, n'est pas? Surprisingly, the graphics are rather uninspiring. There is not much detail in the terrain of Alpha II, nor will the creatures that you encounter provoke much anxiety or terror. However, this is compensated by the great depth this game has – there is the surface to explore, plus travelling through the corridors and rooms of the complex which contains the enemy. *Infestation* is supposed to be a space fantasy but is really an intergalactic bore. A shame to say that the most interesting thing that can happen is being poisoned by vicious moon marauders.

Get fuelled up for *Nitro*, a Wacky Races style car game. There are over 30 races to compete in, and over 4 different types of terrain, in day and night sections. Choose between three cars. Are you in Formula 1, sports car or turbo buggy mood? As you race along the tarmac, collect cash which comes wafting in the breeze. Buying equipment from the shop is great fun. Kit yourself out with a better engine or a nitro booster which will have you zipping around like a manic Herbie. The graphics are well presented with much detail, ranging from buildings to grassy banks and stone pavements. *Nitro* is a great exponent of the racing game which (forgive the pun) will run and run.

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The best combination of characters is a paladin, monk, bard, rogue, conjuror and magician. Put computer controlled characters in slot four and move the rogue to slot five. He can hide in the shadows and leap out to attack no matter what position he finds himself in.

Make sure one of the mages learns all the spells from every class. This makes things difficult to start with, but it pays off in the long term. The other mage has to advance through spell classes as fast as possible. Try to make him an arch-mage before attempting the first dungeon.

Monks are incredibly useful beings. Until they reach level six they should be armed, after that their bare hands do more damage.

SKARA BRAE - THE RUINS

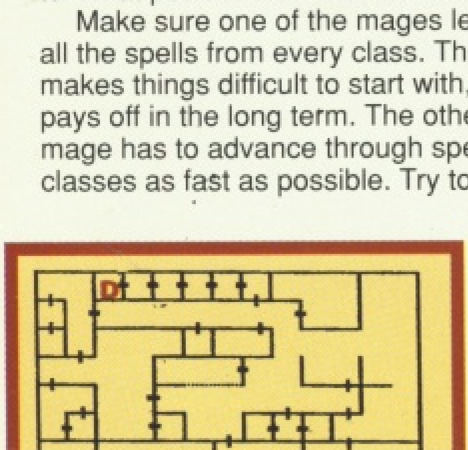
When you've created your first level characters and collected some basic equipment from the supply dump opposite the city gate, the next thing to do is gain some experience. Don't venture into the dungeon yet, your party won't survive their first encounter. Start off by cleaning up the town. Killing Hookfangs, snakes and warriors is a great way to build experience. Keep bard songs playing constantly to recharge spell points and provide extra attacks during combat. Don't use your harmonic gems, it's no trouble to stand out in the sun to recharge spell points. Use figurines to get extra characters.

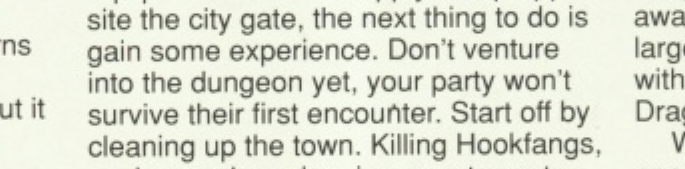
As soon as the party has enough experience to advance a level, take them to the review board.

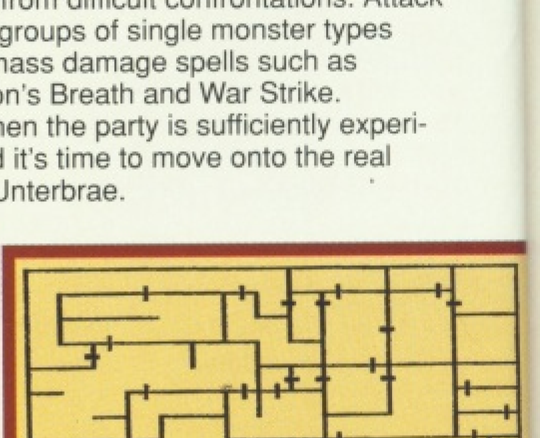
SKARA BRAE - THE CATACOMBS

Once the party have got a good range of offensive spells, it's time to descend into the Catacombs. Use shield spells to keep the party well protected and bard songs to provide the chance to run away from difficult confrontations. Attack large groups of single monster types with mass damage spells such as Dragon's Breath and War Strike.

When the party is sufficiently experienced it's time to move onto the real test, Unterbrae.







Left: Catacombs 1

Above: Catacombs 2

Right: Unterbrae 3

HINTS AND TIPS

- Try to find a Shadow Shiv, this is the best weapon for a thief
- Dayblades are the first powerful paladin weapon you'll come across
- Use Harmonic gems very sparingly. Save them for the later levels
- Don't forget that a thief can reach any target during combat
- Low level spells like Arc Fire are very powerful when cast by high level characters

ALE III







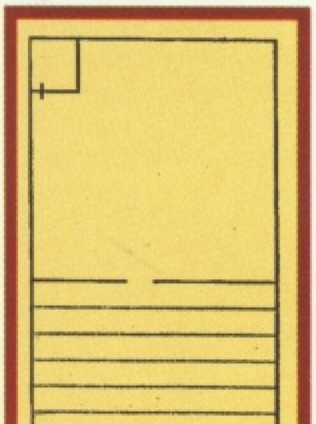


UNTERBRAE LEVEL 1

Go back to the priest at the entrance to the Catacombs and tell him Tarjan. Don't descend any further into Unterbrae until you have some really powerful spells such as Stone Touch and Mind Blade. Keep returning to the guild for more spells and advancement.

The stairs to level two lie in the far north of the level, along with a magic mouth. When the mouth asks you for the rhyming word tell it Blue.

UNTERBRAE LEVEL 2



The going gets tough when you reach this level. Undead creatures now have the power to age a character. This is the last level where you can afford to get into full blown combat. Towards the south of the level is a series of invisible walls. Get past these and tell the magic mouth embedded in the wall the word, 'Shadow', to find the next set of stairs.

UNTERBRAE LEVEL 3

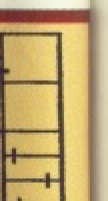
Take a breather. The exit's just around the corner. 'Sword' will inform the magic mouth to let you pass.

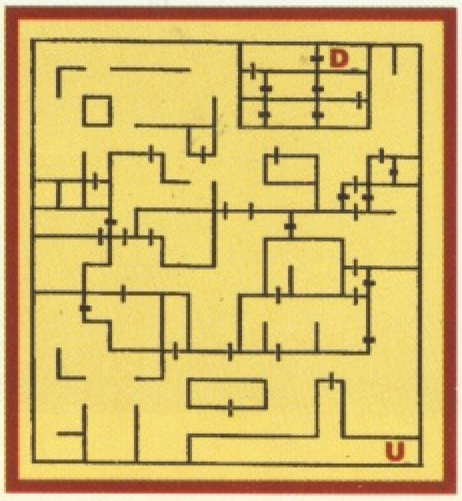
UNTERBRAE LEVEL 4

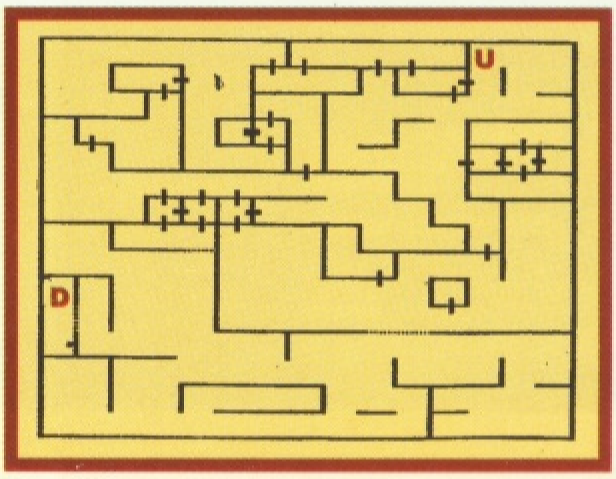
The first section is one massive spinner. Work your way along the west wall to clear it. Part two is very straightforward. Keep to the west wall then sprint forward. The south wall, however, follows you right up to part three, so there's no turning back now. Once more, keep to the west wall and head north. This is an area of magic darkness, so be careful. When you can go no further, you've reached the dark one's domain.

UNTERBRAE BRILHASTI AP TAJ

Before you face Brilhasti cast shield spells. Get your bard singing any songs that could help, and then cross your fingers and enter. In the first round of combat cast Anti-magic spells and, if the mages have it, Preclusion. Stone Touch and Death Strike are useful against Brilhasti's buddies, and if you have a wizard, use Baylor's Spell Bind to trap Brilhasti himself. Don't worry too much about characters getting killed. They still earn plenty of experience points if the dark one is killed and at least one member of your party is still standing. You should now have a chronomancer.







Left: Unterbrae 2
Middle : Unterbrae 1
Far Left: Unterbrae 4

U – Stairs up
D – Stairs down

Once again, Mark 'Tip off the ol' Block' Patterson rushes to the rescue of gamesplayers everywhere with a goody bag of amazing hits, tips and cheats to help you out.

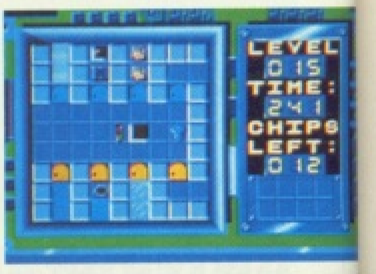


CRYSTALS OF ARBOREA
Having trouble finding your crystal balls? Go to the main character screen, select Jarel then click on the bottles icon. Now press CTRL and V to get full life points plus all the special abilities.

TURRICAN 2
Rainbow Arts' armour-clad bastion of justice isn't quite as infallible as he'd like to think. Give him a hand by selecting tune one then typing in 42 and pressing escape twice. This should make him virtually indestructible.

STRIDER 2
Strider doesn't seem to realise the Cold War's over in US Gold's Crimble hit. If it's proving a little tough for you, press help, left and 1 together. Pressing keys 1-5 will skip through the levels and F1-F4 will teleport Strider to the corresponding level.

CHIP'S CHALLENGE
Nerdy Chip is having a hard time with his girlie. There's 145 levels and no light at the end of the tunnel, until now. Simply press C to teleport to the next level.



With all these budget games entering the charts we thought it was about time we pooled our collective brain cell to produce a cheats corner for cut price games freaks.

SHINOBI
Currently doing the rounds on the Fists Of Fury compilation, Shinobi originally came from Virgin in the summer of '89. For infinite credits pause the game and type in LARSXVIII.

NINJA WARRIORS
Also on Fists of Fury is *Ninja Warriors*, is another beat 'em up about towel clad assasins. Try pressing capslock and then typing in one of the following: SKIPPY, A SMALL STEP FOR MAN KIND, THE TERMINATOR, MONTY PYTHON, STEVE AUSTIN. After you've typed one in press capslock again.





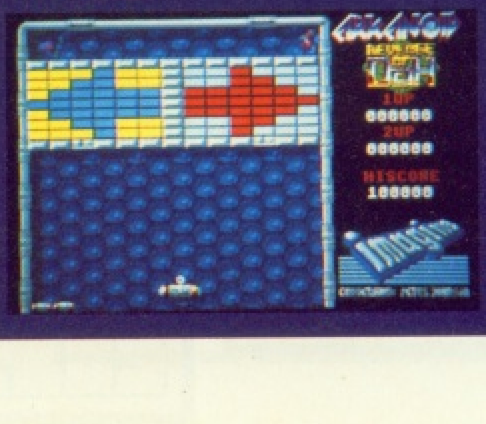
SILKWORM
Sales Curve's arcade conversion smash earned re-release of the month in the March issue. To get inifinite helicopters and jeeps call up the control options screen and type in SCRAP28. If that fails hold the help key down when you start the game and use the function keys to skip levels.

DYNAMITE DUX
Two cheats for Daffy and his mate, one sensible the other silly. On the title screen type in CHEAT for infinite lives, or NUDE for a rather pervy effect.

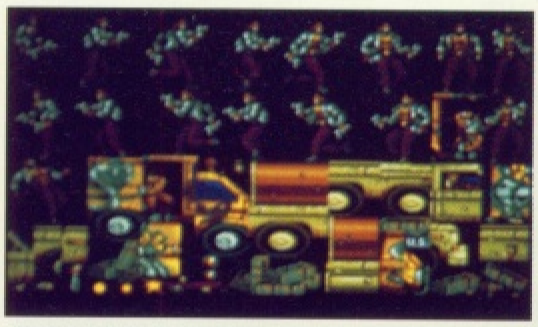
PLATOON
If you're out hunting Charlie in the Jungles of the Mekon and coming under enemy fire, try typing in HAMBURGER HILL on the title screen and then press F2, F3 or F4 to skip levels. When things get really bad and the brown matter starts to hit the fan, hit F5 for infinite energy.

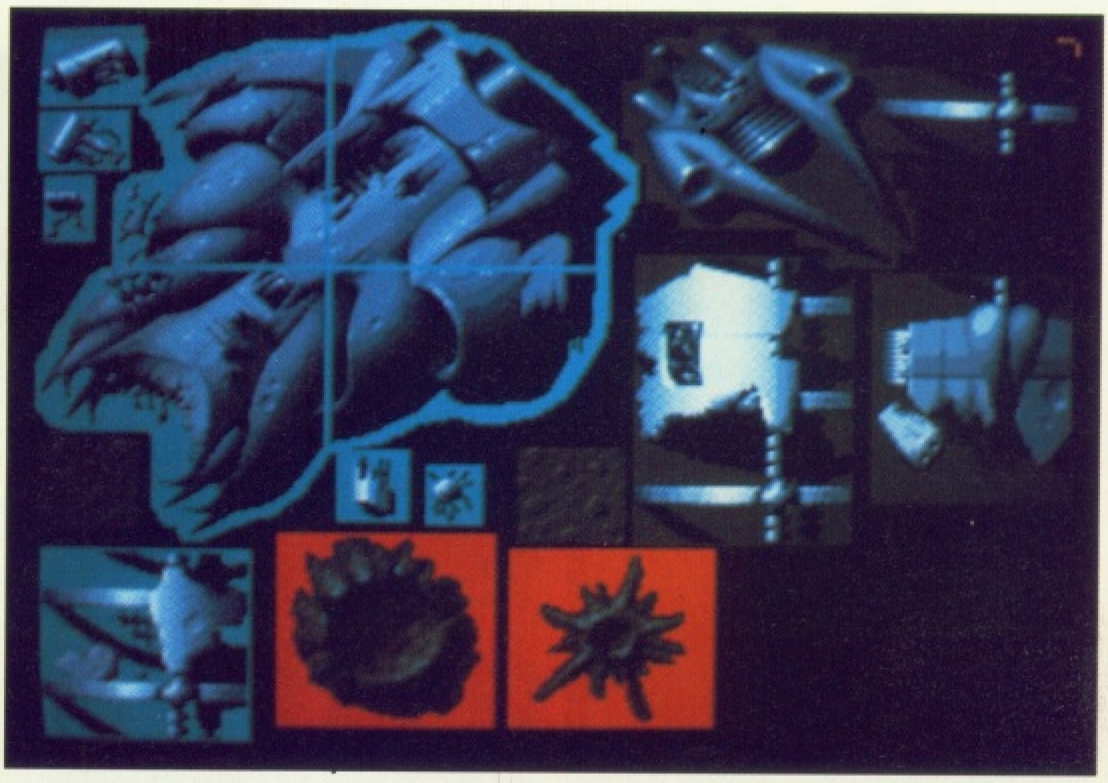


ARKANOID 2
Doh's re-released revenge is causing more than a few people headaches. Dissolve these two cheats in a glass of water, mix and swallow. Press capslock and type in DALEY88 for infinite lives or, on the title screen, type in PETER-JOHNSONWANTSCHEAT then use S to skip levels.



PREDATOR 2
What with rampaging Druglords, Junkies and a seven-foot-tall invisible alien tearing the spines out of everyone he meets, Danny Glover really does need some help. Pause the game, then type in YOUR ONE UGLY MOTHER, unpause and presto, Infinite lives.





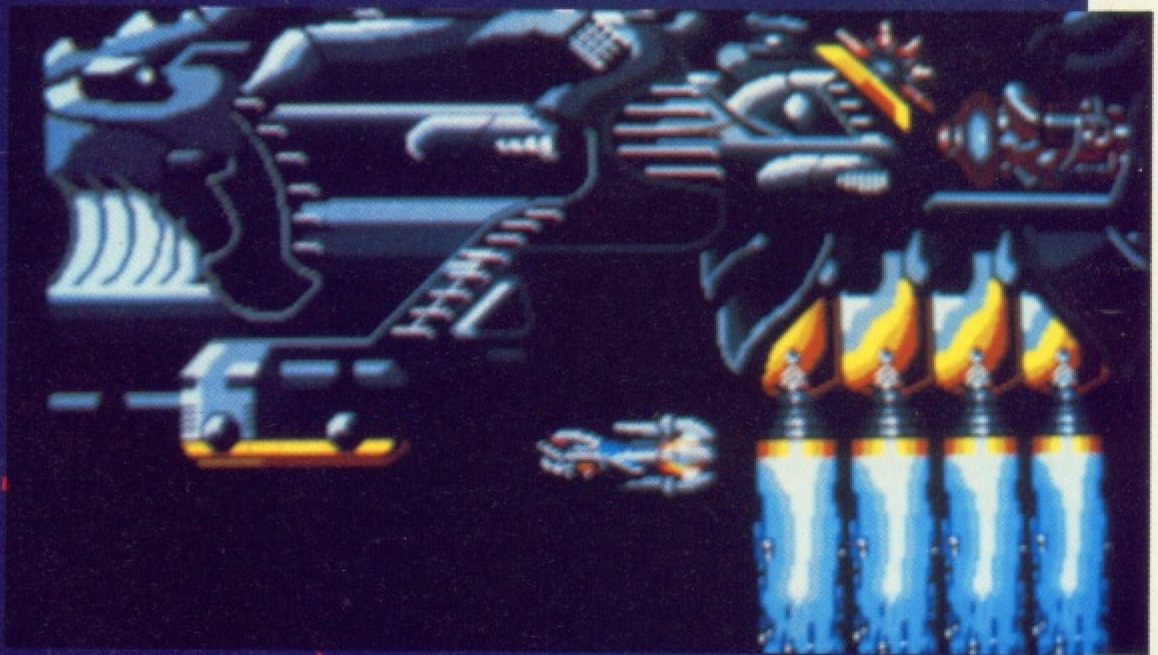
VIZ
Virgin's rib tickling censor offender is difficult to say the least. On the character selection screen type in WHAT A GREAT LOAD OF B******S (be creative with the asterisks) and the border will change colour. Use keys 1-5 to skip levels.



SWIV
If liberating the free world is proving tough pause the game and type in NCC-1701 (as in The Enterprise's registration number) followed by return. Unpause the game and you should have infinite jeeps and helicopters.

WIZBALL
Type in RAINBOW at any time during the game without pausing. Done that? Now hit pause and press C to fill the pot, S to complete a level and T to complete the game.

AFTERBURNER
This is one of the worst conversions I have ever had the misfortune to play. It's got duff graphics, dire sound and non-existant gameplay, making it a very bad buy. Still, if you've bought it and want to get a few more minutes' play out of the game, type in THUNDERBLADE when the game is paused. G will then replenish your missiles, whilst N will give you extra lives, and < and > will jump you back and forth a stage.







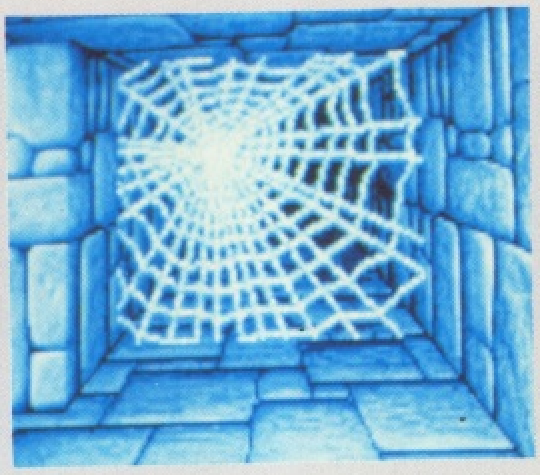
R-TYPE
Play this game until you get onto the high-score table and, instead of your name, enter the name SIMATRA. Start the game again as normal, and you'll be blessed with infinite lives.

EYE of THE BEHOLDER

Matt Regan, looking bruised and beaten after months of exploring, emerges with the low-down on USG's epic adventure.



Encountering one of *Eye*'s many deadly inhabitants. If possible, though, try to plan a route so that a confrontation can be avoided.



Clues (including webs and weapons) to which of the many creatures you'll encounter can be found by scooting around.



Look everywhere, as useful items are hidden around every corner. Life can become extremely hard if you overlook one area.

STARTING THE GAME

Once the game's afoot, use the camp option immediately to gain spells for the magic-using characters. Cure Light Wounds is a good choice for the cleric, and Detect Magic and Magic Missile are standard fare for the mages. Be sure to use spells as often as possible to increase experience. When scrolls are found scribe them in the spell book quickly! Grab the bones in the first room, as later in the game you'll have the chance to resurrect the halfling. Monitor each character's food level carefully, but don't use rations until the bar is less than half full, as otherwise it's a waste of the food.



A well-balanced team is all-important, so don't take the creation scenes lightly.

LEVEL ONE

This is pretty straightforward, and the map helps to guide the party. Bear in mind that the areas marked "Proposed flood control block" will change from corridors to blocked walls depending on which way the party goes at the first turning. There are two secret passages, one at each end of the arm-like corridors in the southeast part of the level. Remember that some seemingly unopenable doors require items to be placed on pressure pads.

LEVEL TWO

This isn't too tricky, provided that the party cleric is used to turn the numerous undead found here. Either have the thief pick the locks on the doors or use the silver key - don't worry, there are others hidden in each section. Put daggers in the shaped holes found on the walls, as this opens up other parts of the level. Explore the Corrections Facility and Death Section,but watch out; the monsters here are quite tough!

LEVEL THREE

The kuo-toa and flinds that guard this level are no pushovers, so prepare offensive and protective spells in advance. Gems are the key, be sure to collect as many as you can. There's a



Oddly-coloured bricks and walls normally hide bonuses or other useful objects – so test every avenue. . . .

wand of magic missiles around, don't leave without it. Once you reach the set of corridors with demon faces in the walls, put a gem in each blank eye to open the centre room. Be very careful in the room marked as "Drainage to the 4th level" - it's very easy to get surrounded by pits, as I found to my horror!

LEVEL FOUR

This is the first dwarven level. The main enemy here is giant spiders, and their poison is extremely nasty. The level is accessed from one of two points on the level above, and one of them leads to a seemingly dead end. The northern wall





Distribute the many magical objects fairly between your team, and when they are needed pass them to the character most suitably equipped to using them. And make sure that each person has an object to defend themselves with.



When fighting select each of the characters in rotation. This will ensure that any one character doesn't take too many hits and die. Use the strongest ones first, and then rotate down the strength scale to the weakest and then through the ranks again.

will disappear as the party moves forward, provided that they go along the eastern corridor. Pulling the gargoyle statue's arm closes an awkward pit, and the dwarven key opens a door at one point. Make sure the party gets the +3 axe Drow Cleaver. Use ranged weapons and spells against the spiders wherever possible to avoid poisoning.



Certain traps can't be passed straight away, but the careful use of key objects will remove them.

LEVEL FIVE

Look out for the runes of safe passage; they mark illusionary walls. When you meet up with Armun, the dwarven leader, he'll give the party rations and a portal key. Take advantage of the offer of another fighter, as he's pretty tough. The cleric will raise any set of bones that the party possesses, so this will give you a sixth member. When you reach the pantry, be sure not to drink the potion; it's poison, as I discovered with the loss of one of my characters! However the other items on this level (such as plate mail) are all beneficial, with the exception of the sling which is cursed.

Right, that's it. The next seven levels are up to you! It's well worth mapping as you travel, but watch the compass as there are many spinners around. Explore everywhere, and look out for secret rooms and pressure plates. Happy adventuring!



As in *Dungeon Master*, the alcoves hide useful objects - so make the most of them.

CHOOSING A PARTY

It's important to start with a balanced party, as you'll need all the character classes to have a good chance of finishing the game. Put two fighters at the front, and one should be a specialist (ie a ranger or Paladin). Dwarves make great fighters, as their constitution can be as high as 19, and certain levels of the game have dwarven writing on the walls.

As for the two at the back, a cleric/thief and mage, or mage/thief and cleric, make an effective combination. Obviously the multi-classed character has to be an elf, half-elf, or some other non-human. Just make sure you've got both a cleric and a mage in the party, or things will be tricky.

A g\\\\litch in the game presents the player with a moral dilemma. It's possible to increase all the characters' stats to maximum, which has a significant effect on their abilities. There's no reason why you can't turn a blind eye to this, but considering the strength of will found in most gamers it's unlikely. Still, as there's no chance to improve the actual level it doesn't have quite such a devastating effect on your chances.



Mapping is all-important. It may be a long-winded process, but once drawn a map will allow you to work out the quickest and safest routes from point to point, and let you make notes on the whereabouts of useful objects.



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HELPLINE

ENQUIRIES

IRON MAN
Could someone send in a cheat to *Iron Man Off Road Racer* by Virgin? I have had this game for some time now but I keep getting stuck in the water on course two.
Adrian Sherriff, L1

EXOLON
Can somebody please send me a cheat for *Exolon*? The game's really starting to get on my nerves.
Lee Dowdeswell, L2

MOONWALKER
I recently bought this game on budget and I can only get to level two. Has anyone got a poke or cheat for infinite lives?
William Bayley, L3

WANTED
Has anybody got an infinite lives poke for *Wanted*? I have had this game for over a year now and I can't get anywhere.
James Cole, L4

RED HEAT
I can't get past level four in *Red Heat*. Could anyone send in an infinite lives cheat?
Eirik Jakobson, L5

ZYNAPS
I would really appriciate it if somebody could send in a cheat for *Zynaps*. I keep getting killed by the purple ghosts on level three.
David Rendell, L6

PANG
Please can someone send in a cheat for *Pang*? It's an excellent game, but I find it really difficult.
Joshua Sinclair, L7

R-TYPE
Could someone send in a poke for *R-Type* as I keep getting killed.
James Hewitson, L8

ESWAT
I'm having a lot of trouble trying to kill the big ape. I keep shooting him but he just doesn't die. Any suggestions or perhaps a cheat for infinite lives?
Chris Beale, L9

SORCERORS APPRENTICE
I am finding castle 1-6 very difficult to complete. A cheat would come in very handy.
Paul Derrick, L10

DEFENDERS OF THE EARTH
I can't get past the first level of this game, so could someone send me a cheat?
Karl Hijab, L11

STARFLIGHT
I am a big fan of the game *Starflight* and I have been able to find a lot of the artifacts, but there are some which still puzzle me. I have found a device called the Red Herring which synthesizes Endurium, but it is too heavy to carry in the terrain vehicle. There is also an old terrain vehicle with the same problem. Could someone please give me some help?
Luka Mariman, L12

DICK TRACY
Please could someone give me a cheat for infinite lives, ammo or a level skip on *Dick Tracy* because I'm absolutley rubbish at it?
Alex Edwards, L13

FORGOTTEN WORLDS
I have got past the guns on the first level, but can't get any further. If there's a level skip cheat or one for infinite lives, please help me.
James Hewitson, L14

CADAVER
I am on the second level and I can't find a way to become a captain to enter the captain's room. Also, I don't know where the Emerald Of The Guild is. I have found two gems to the lock for the east wing, but no more.
G. Shepherd, L15

TOTAL RECALL
No matter how hard I try, I just cannot beat the first stage. Has anyone got a cheat for infinite energy or Arnies?
Kerry Brading, L16

TURRICAN
I am really stuck on level 4-3, I have got the cheat but can't find a way out. Please help.
Nick Chesham, L17

TURRICAN II
The sequel is just as tough. I can't get past level 3-3 – it's just sooooo hard! A cheat would be nice or any info.
Nick Chesham, L18

MIGHTY BOMBJACK
Has anyone out there got a cheat for this, please reply ASAP.
Tim Jacobs, L19

GREMLINS II
I'm having real trouble with this game. I can get to level 3, but don't have enough lives to get very far. I've stopped playing it, because it's so frustrating - is there a cheat?
Adam Leggett, L20

FA/18 INTERCEPTOR
I can't get past the carrier sub mission, please help.
R. Bosch, L21

NIGHTBREED - THE INTERACTIVE MOVIE
I have reached the fourth level but the Sons Of The Free's laser keeps killing me. I'm going mad so please help me while I'm still sane.
Mark King, L22

INDIANA JONES AND THE LAST CRUSADE (THE ARCADE GAME)
I can get as far as the circus train but keep getting killed by the second Giraffe, is there a cheat for it?
Steve Roach, L23

KILLING GAME SHOW
I have got to level twelve but it takes me so long to get anywhere that I run out of time. Any cheats for infinite time or lives would be much appreciated.
Rohan Pearce, L24

DUNGEON QUEST
Could someone please tell me how to get past the dead man?
Debra Lowe, L25

X-OUT
I have had this this Rainbow Arts' game for six months and I still can't get past the guardian at the end of level one. Some parts are impossibly hard. Anyone got a cheat?
Tom Shaw, L26

F19 STEALTH FIGHTER
Are there any cheats for this excellent flight sim from Microprose? It would be great to have infinite fuel, weapons and invincibility so I could blast anything that flew through the air.
Stig Jacobson, L27

VENUS THE FLY TRAP
Has anybody got a cheat for *VenusThe Fly Trap*? I can get past the first two lands, but then get blasted by one of the insects. One for infinite energy or lives would be great.
Jonathan Kitcher, L28

TREASURE TRAP
I cannot get very far in *TreasureTrap* as I find the controls very awkward. Has anyone got an infinite lives cheat to help me out.
Sid Snooles, L29

THE KRISTAL
Has anyone got a cheat or any information which could help me in this game? The enemies are too tough and I can't get anywhere.
Matt Anon, L30

MANIAC MANSION
I'm having more than a few problems with this game. Where is the fuel for the chainsaw? How do I get the key down from the chandelier? Maps and help would be appriciated.
Richard Dunford, L31

SHADOW OF THE BEAST 1
I have been playing this game for ages and I can't get anywhere. Does anyone have a cheat to make it a bit easier?
John Smith, L32

STAR TREK
Does anyone have a translation of the instructions to Tobias Richter's *Star Trek*? The entire game is in English apart from the instructions.
J Percy, L33

LAST NINJA 2
I am stuck on the second screen of *Ninja 2*. I have killed the first man but I can't get off the screen. . Somebody help!
Mark Wilkinson, L34

NIGHTBREED
Has anyone go a cheat for this appallingly difficult game?
Toby Ruthland, L35

RESPONSES

TURRICAN II (K4)
On the title screen, press the Help key to get on to the music selection screen. Then press 1,4,2, Esc, Esc in that order for infinite lives and power.
Jonah Jones

GREMLINS II (K6)
To finish the game enter your name as SINATRA on the high score table.
Mark Peacock, Essex

STRIDER (K9)
Start the game as usual then press F9 to pause it. Now hold down the help key, left shift and 1 together. Now unpause and use 1 to 5 to skip levels and F1 to F4 to change stages.
Mark Peacock

NARC (K10)
When the game starts walk right until the first dustbin appears. Kneel down in front and shoot it until it turns blue to get infinite lives.
Justin Thomas

FORGOTTEN WORLDS(K15)
For a level skip option, when the title screen appears, type in ARC (the programming team's name) and press return. Pressing S then takes you straight to the shop and N to the next stage.
Derek Matthews

PRINCE OF PERSIA (K18)
To skip levels hold down caps lock and press L. Unfortunately this doesn't work on the bottle section at the end of level one.
Mark Peacock

HOW TO USE THE HELPLINE
IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

CU's adventure and RPG guru, Matt Regan, offers handy tips and advice for hard-pressed game-players everywhere.

INTERACTION

Hello again all you out there in adventure land (what an awful image!). The big news this month is the release of *HeroQuest*, the FRPG based on the best-selling board games. But another item of interest (and perhaps releated to my whingeing last ish) is the release of *Wonderland* at long last. This is a very exciting development in adventures, linking the brilliant plots, parser and still graphics of Magnetic Scrolls games with the menus and ease of use associated with animated adventures. The best thing about the game is that all the features (auto-mapping, inventory list, etc) can be turned on or off at will or even rearranged in size and position around the screen.

I've been ploughing my way through some strategy games, and I must admit I wasn't too impressed. *Operation Com*Bat* turns out to be a strange game that has a board game feel (and I'm talking about *Monopoly* rather than *Squad Leader*), and ultimately I found it to be somewhat tedious and unexciting. *DRAGON Force* is a tactical game that again fails to deliver; *Laser Squad* or *Breach II* are better buys if you want this kind of challenge.

Oddly enough, one of the best strategy games I played was *Player Manager*, not an obvious choice, admittedly, but choosing which squad members to use for a match and deciding on transfers is a lot of fun. On top of that, you get to play *Kick Off* as well! Can't be bad.

RPG's are a little thin on the ground at the moment, but I've enjoyed playing *Bard's Tale III*. Although it's not particularly different from *BT II*, it's still a winning formula. My main gripe is the amount of disk accessing (especially when you want to view the characters' stats). Surely the program should be able to detect memory upgrades, which ar pretty widespread now, and use the available RAM? Oh well, it still is a great game and worth buying if you liked the other games in the series. The new spells and character classes provide plenty of new and interesting ways to splatter the foe!

Mirrorsoft are lining up some strategy releases for the near future, with *Champions of the Raj, Riders of Rohan*, and *Mega-lo-Mania* promised. The last of these is interesting, as the press blurb claims it to be, " the most exciting and challenging program yet" from Sensible Software, the guys behind *Microprose Soccer* among other things. Oh and one last point, thanks to Stephen McClean for supplying the solutions he sent me recently.

INPUT

LEISURE SUIT LARRY III

Let's feel sorry for Alex Pestell of Walthamstow. He's reached the point where he takes control of Patti and is almost ready to go into the bamboo forest. But he needs some nectarines which he can't find anywhere. Can anyone help him?

LEGEND OF THE SWORD

John Olivier of Malta needs some assistance. He's got as far as the dragon but he's stuck. How do you get the studded knife without getting killed? What do the clues in the dining room and look-out post mean? How do you get over the ice without the dragon seeing you? If anyone knows the answers, please write in...

CHAOS STRIKES BACK

Dave Field of Lancing, West Sussex has completed the ways of the fighter, priest, and ninja but can't get the ruby key which he believes is in the spiral room of the way of the wizard. He needs a map or directions to aid him. I must admit I'm a bit stumped as to where exactly he means, but maybe someone can help.

POLICE QUEST II

A reader from Norway, Oystein Andre Kristiansen, can't get any further in the second *Police Quest* game. He's adjusted his sights in the police station and has a rose, wallet, field kit, extra ammo clips, keys, money clip and a buisness card. But he can't find the criminal Bains! Does anyone know where he is?

BARD'S TALE II

D C Hayne of Sheffield is ploughing through this fine RPG, but is stuck. He doesn't know the two words that the Strange Mage requires despite having the clues the solution eludes him. So getting into the final dungeon in Colosse is impossible! Therefore he requests help from fellow adventurers so he can get on and complete the game.

OPERATION STEALTH

OK, M Walls of Reading has made progress in the game, but he's stuck on two particular points. First of all, is teh swivel pen in the briefcase the same one mentioned in the manual (I think you'll find it is). If it is, how does he get it to work? The second problem is that no matter what he does, he doesn't seem able to meet up with his mysterious contact in the park. He is wearing the carnation but no-one seems to care!

DUNGEON QUEST

Colin Doran of Colchester, Essex (easily the greatest town in Britain) can't get into the castle in the adventure. He's found the key which crumbles into dust, the Queen of Hearts playing card, the heavy axe, and the coin. He has spoken to the barman in the tavern to no avail. Is anyone able to help?

LEGEND OF FAERGHAIL

LOF is causing Sean Smythe of Tonbridge, Kent, a lot of problems. He

needs to know how to get out the anti-magic level of the dwarven mines, and how to find the orb. None of his mapping spells seem to work and he isn't able to identify anything. How does he get past the tree monster who asks, "Do you know how to catch a vampire with a ball of mithril?". Sean is generally annoyed with the lack of instructions that he's got. So please give him a hand if you can.

OUTPUT

ZAK MCKRAKEN

Remember Stephen Quinlan? He was stuck at the lotto in this game, but luckily Marc Jones of Morden, Surrey and Julian Young of Ripon, Yorkshire have provided the answer. Get on the biplane to Bermuda and stay on board until it is captured by the alien ship. Stand to the right of the red line (remember the order that the pilot taps in to take off again if you want to land in the sea). Once you've been taken to the king give him the fan club card or guitar. Now return to Earth via the transporter using the code from the alien. When he leaves you, run back into the spaceship. The lotto predictor will tell you the winning number, so write it down. Now go back to Lou's shop and buy a ticket. Enter the winning number, leave the shop then return after a short time - and then you'll be the winner!

OPERATION STEALTH

Somebody forgot to write their address on their letter, but I think this enquiry is from Anz. He wants to know what to do after being thrown in the water while tied to a rock. He can't operate the girl because he can't get near her! Well, you need to operate the ropes first so that you can swim over to her, then operate the bracelet and the girl. So there you go.

SPACE QUEST

Stephen McLaren of Margate, Kent has sent in the answer to E Kwong's problem. Go back to the bar where you should have overheard a conversation. GIVE COUPON to the bartender, DRINK BEER, buy more beer, DRINK BEER again, and you should hear which sector to fly to. Once you have the cordinates play the fruit machine 250 buckazoids.

Stephen also has the answer to Chris Briggs' problem. When you've landed on the planet Herona and retrieved the medikit, walk in front of the spaceship and EXAMINE SHIP. This will provide a fragment of glass. The rays of light can now be beaten by walking close to the beam and entering the command USE GLASS to deflect the ray. Thanks a lot, Stephen, those clues are no doubt greatly appreciated!

DUNGEON MASTER

Yet another adventurer is stuck early on in this king of RPGs. Simon Tree of Brighton can't get past The Matrix on level three, as he doesn't know how to get past the "Time is of the essence" section. Well, Simon, you don't need a spell at all! Time is of the essence as you have to rush as fast as possible along the corridor and through the disappearing gap in the wall, the same as you have to in the secret passage near the entrance to the level. This is very tricky, especially if any of the characters are overloaded. As for the Creature Cavern where the buttons don't seem to do much, it's a case of pressing the buttons of the door behind which the chest appears, as this causes the chest to teleport around the rooms. After a few presses, the chest appears in the corridor. Then use the magnifier to open the secret door - but watch out for the rock monsters behind you!

THE PAWN

At last, a question on a Magnetic Scrolls game! Peter Caulfield of Middlesborough can't get very far in the land of Kerovnia. He's stuck in the forest clearing and doesn't know what to do next. Well, Peter, climb the tree, unlock the door with the wooden key, drop the key and open the door. Go into the tree, close the door and move the floorboards, then climb down and go down again, then east and north. This takes you to the office, where you'll have to try to open the safe.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Regan, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

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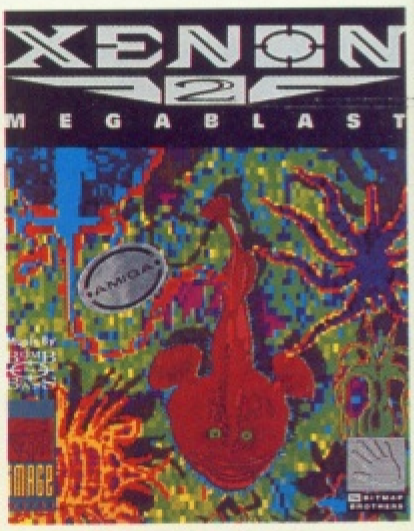
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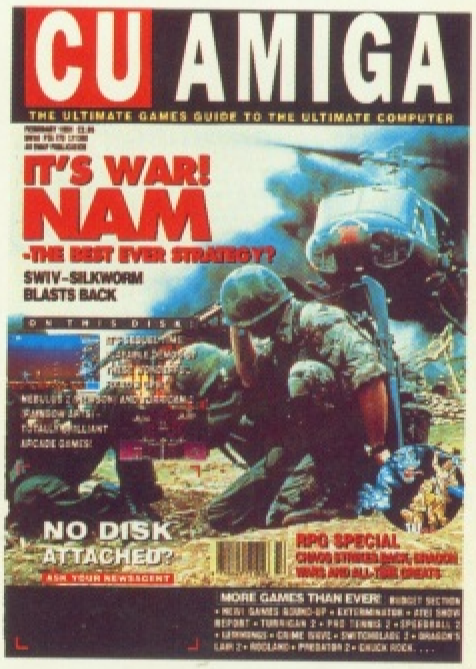
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DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new and exciting on the demos circuit.





SLIDESHOW

Druids, demons and horned beasts are just some of the many weird fantasy characters that populate the new graphics slideshow from Demons.

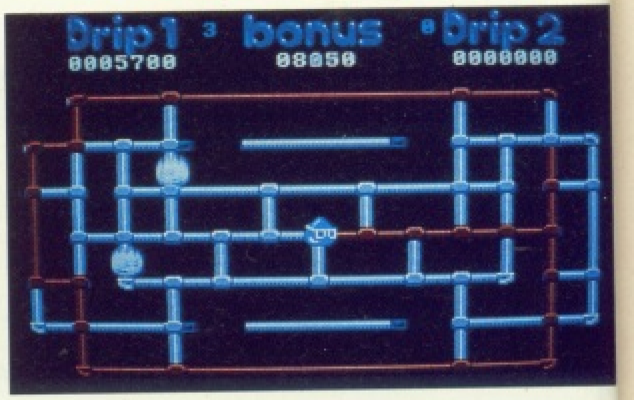
Sector 16 Disk Number 530 ★★

I AM NOT A NUMBER

Fans of the cult 60's surreal spy thriller, The Prisoner, will no doubt be frothing at the mouth at the thought of a Prisoner demo. Starting with the obvious 'I am not a number' intro, the demo combines both digitised pics from the show as well as text links, sampled speech and a jazzed-up theme tune.

NBS ★★





SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster

ARC PD: 97 Mayfield Ave, North Finchley N12 9HY

Kryptonite PD: 28 Clifton Gardens, Golders Green, London

NBS: 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH

Seventeen Bit Software: PO Box 97, Wakefield, WF1 1XX

PD Soft : 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD

Postal PD: 10 Strawberry Lane, Blackfordby, Burton-on-Trent, Staffordshire

Premier PD: 15 Croxteth Drive, Rainford, Merseyside

Sector 16: 160 Hollow Way, Cowley, Oxford

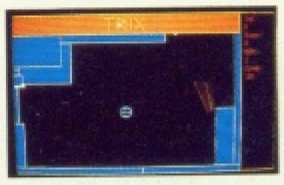
Strictly PD: 11 York Place, Brandon Hill, Hotwells, Bristol

Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS

BIG DRIP

Get all washed-up with *Drip* (*above right*), a 15 level addictive arcade game that's making quite a splash on the PD scene. You control the Drip of the title and have to move along a series of interconnecting pipes, rusting them as you pass by. Naturally, there are many hazards along the way such as deadly ice cubes (!), electric bubbles, lasers, acid pools and special clouds which de-rust the pipes they float over. Brilliant.

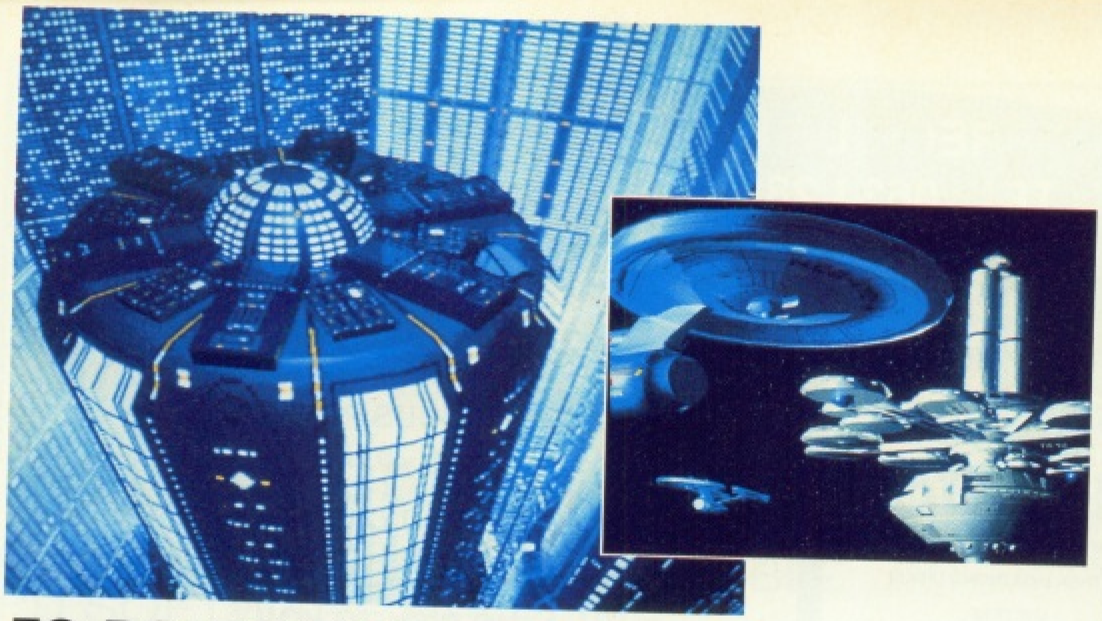
Premier PD Disk Number 395 ★★★★★



GAMES FRENZY

Don't expect to find Psygnosis quality graphics on this one, but you will encounter absolutely masses of playability. Arcade classics such as *Missile Command* and *Strix* make an appearance, albeit in slightly altered form, as does the board game, Sorry, and a snazzy Connect Four-type puzzler. A total of nine games for your money.

Seventeen Bit Disk Number 841 ★★★

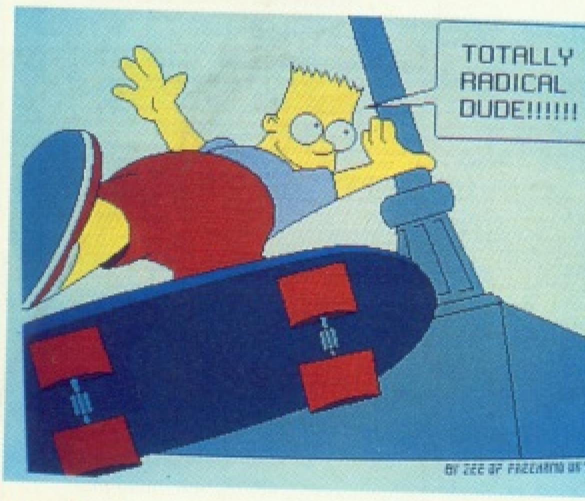


TO BOLDLY GO...

The fantasy artwork of Tobias Richter has long been admired at CU Towers. If you're also a fan, then you'll definitely want to grab a copy of this two-disk set which features a stunning compilation of Tobias' work. A good buy if you're new to PD.
ARC PD   Disk Number 129A & 129B   ★★★★★







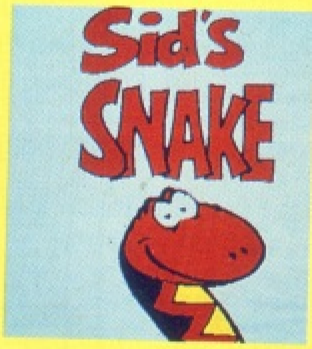
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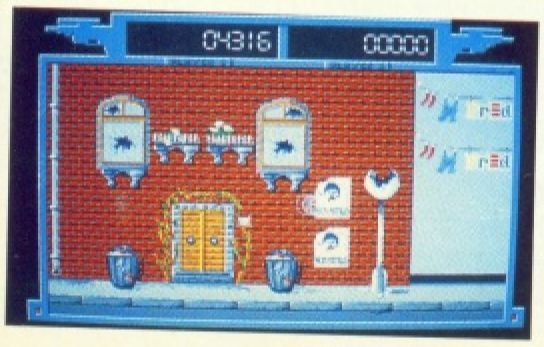
Bart's back! The wide-eyed precocious brat of the hit cartoon series stars in two disks this month. Freehand's version, the Bad Bart Dub Remix, features a dozen or so screens of naff gags and fnarfnar jokes accompanied by a rejigged version of Do The Bartman. The same song also forms the backing track to Decay's Simpsons demo, made up of a whole series of zany animations of Bart using his catapult, dashing across the screen and groovin' to his tune.
Virus Free PD   1460 ★★★
NBS   Dęcay Demo ★★★

COMICS

Tango and Cash present redrawn comic capers featuring Sid's Snake and Sammy Shrink from the pages of Whizzer.
NBS ★★







LIGHTS OUT

If you like nothing better than lobbing bricks and shattering street lighting, then this is for you. Screen after screen of brick-throwing action.
Strictly PD   G074 ★★★

DEMO OF THE MONTH

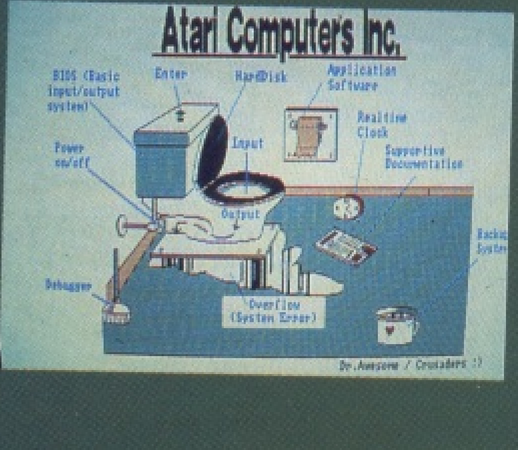
TITLE: Demo and Games 525
AUTHOR: Various
SUPPLIER: Sector 16

The latest release from Sector 16 features two demos and two excellent games for your hard-earned dosh. The Bubblefields features bob-packed screens aplenty, but suffers from the ubiquitous scrolling messages – give it a rest guys! The other demo, by Crusaders, is much better and includes an amusing Atari piss-take plus the usual copper manipulations (and contortions!).

Best of all are the two brill games. *Grid Runner* puts you behind the wheel of a super-charged racing car as you whizz round a number of different tracks. Programmed by Swedish ace, Anders Bjerin, the car moves at a break-neck speed and can be quite tricky to control at times, especially on the iced-over tracks.

The gem of the compilation is undoubtably *Cave Runner*, a *Boulderdash*-type game which is an absolute corking arcade puzzler. You play a small rock-like character who has to munch his way through cave walls seeking out and collecting red stars while avoiding precariously perched boulders. Dig too close, and they'll topple over and bury you in a heap of rubble. Absolutely essential!
Sector 16   No. 525   ★★★★★





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D001 COOL COUGAR
D002 BARBARIAN 2
D003 DRAGONS LARI 2 DEMO
D004 ELVIRA
D005 ENTERPRISE LEAVING DOCK
D006 FRACTAL FLIGHT (1MB)
D007 INDY 500 DEMO
D008 IRAQ VS USA
D009 JARRE DOCKLANDS
D010 JUGLER ANIMATION
D011 KYLE DEMO (2 DISKS)
D012 KYLE LOCOMATION
D013 MADONNA
D014 MADONNA 2
D015 MADONNA (2 DISKS)
D016 MADONNA CARTOON
D017 MARIA WHITAKER
D018 NIGHTBREED DEMO
D019 PROBE DEMO
D020 POPEYE MEETS THE BEACH BOYS
D021 RED DEVIL COMPILATION (1MB)
D022 SAM FOX
D023 SPACE CHASE (1MB)
D024 STAR TREK ANIM (AGATRON17)
D025 STAR TREK ANIM
D026 STEALTHY 2 (1MB)
D027 TECHNOBALL GAME DEMO
D028 TOTALL RECALL
D029 THE RUN
D030 VIZ SLIDESHOW
D031 WALKER DEMO 1 (1MB)
D032 WALKER DOMO 2 (1MB)
D033 WORLD VISION CARTOON
D034 STAR TREK FLEET MANOEUVRE (1M)
D035 CRIONICS TOTAL
D036 HANKY PANKY
D037 INTUITION ACID BOSS
D038 GOOD MORNING VIETNAM
D039 GROOVE IS IN THE HEART
D040 RAF 2
D041 TECHNOTRONIC
D042 BLUES BROTHERS (3 DISKS)
D043 BILLY CONNELLY DEMO (2 DISKS)
D044 CHUBBY BROWN
D045 MIKE TYSON DEMO
D046 SPACE CRAFT RAY TRACE ANIM (1M)
D047 GENISIS - 5 SONGS
D048 BATMAN ANIM (1MB)
D049 ANARCHY SMOKER

GAMES:

G001 MONOPOLY
G002 CLUEDO AND OTHER GAMES
G003 STAR TREK THE NEXT GENERATION
G004 NEXT GENERATION TRIVIA QUIZ
G005 RETURN TO EARTH
G006 PROPERTY MARKET
G007 P.D. CHESS
G008 PIPELINE
G009 CARD AND BOARD GAMES
G010 MARBLE SLIDE
G011 DESTINATION MOONBASE
G012 TREASURE SEARCH
G013 ARCADIA (BREAKOUT TYPE)
G014 DRIP (1 MB)
G015 JEOPARDY (RISK TYPE)
G016 BATTLEFORCE
G017 STAR TREK (AGATRON 2 DISKS)

UTILITIES:

U001 RED SECTOR DEMO MAKER
U002 SOUNDTRACKER - EIGHT TRACK
U003 SOUNDTRACKER MEGA SYSTEM
U004 BOOTBENCH
U005 TAZOR TOOLKIT
U006 ICGNS
U007 SAMPLE PLAYER
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A63 Franklyn Fly

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D45 Kickboxer
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D50 Evil Dead 2
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G023 Return to Earth / Space trading game
G018 Amoeba Invaders / Space invader game
G028 Blizard / Arcade quality shot em up
G042 Two player soccer legue
G041 Pseudo Cop / Kind of Robo Cop type game
A002 Walker demo II / 1 meg
A008 Star Trek fleet manouvers / (Animation) T. Richter
A012 Puggs in space / Cute alien visits Earth !
A075 Probe sequence / (Animation) Been on TV !
A254 Budbrain II / Superb gfx & music
A260 Lost Ark demo / (Animation) Indy shoots swordsman
A261 Fraxion horror demo / Gory over 18 demo
A262 Robocop II demo / Superb slideshow demo
A250 Total Recal / Fab music and Pics from the film
A279 Iraq Demo. Speaks for its self.
M017 Technotronic megamix / What it says !
M025 Digital concert II / 12+ mins of House
M033 808 State
M040 Simpsons Do The Bartman (3 disks, 2 drives)
M002 Grove Is In The Heart
X010 Sabrina - Boys, boys, boys / over 18 !

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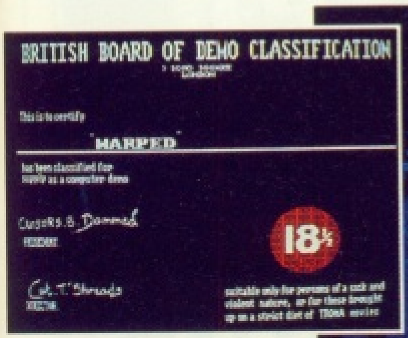
DEMOS



RETURN TO EARTH

Return to Earth takes its inspiration from the all-time classic trading game, Elite, although it's dispensed with that game's arcadey roots in favour of a straight RPG. The controls are a bit confusing at first, due to the lack of any manual or instructions (an all-too familiar problem with PD games), but it's worth persevering as the game allows you to build up a very complex network of intergalactic trading routes as you attempt to track down the lost world of Earth.

Premier PD   Disk Number 393 ★★★★



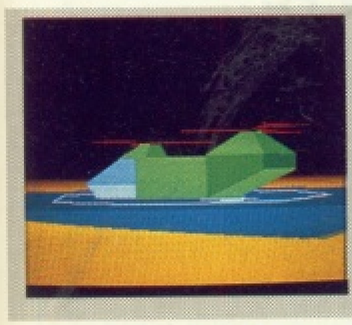


WARPED

A superb slideshow of some excellent horror movie posters redrawn using *D-Paint 3.*

Strictly PD

Disk D247 ★★★



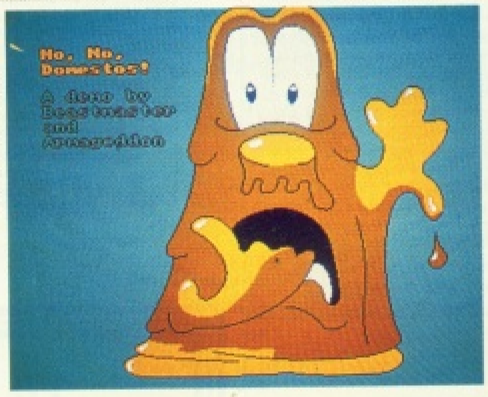
A TRIP TO MARS

Crionics return with a Filled 3D Vector romp that had our Technical editor tearing his hair out with envy. The highlight of the disk is 'A Trip to Mars', an impressive fast-moving three-dee journey down the highways and byways of the Red Planet.

Seventeen Bit   Disk Number 913 ★★★

HURRY MURRAY

'Hurry, hurry, we're history Murray.' Some poor deranged souls, namely Beatmaster and Armageddon, have remixed the Domestos ads from the telly and have come up with a belting scratch-mix. *NBS* ★★★





GAMES GALORE 5

Here's a disk absolutely crammed full of arcade and board game clones. *Mazeman* puts *Pacman* through the games mill and replaces the multi-coloured ghosts with Atari and IBM icons. There are also remixes of old arcade favourites such as *Asteroids, Tutankhamen* and *Pengo* plus a version of Monopoly and a Star Trek trivia game that's a bit of a brain strainer. Nine games in all.

Seventeen Bit   Disk No. 837 ★★★★★

LORE OF CONQUEST

This shareware strategy game has languished in undeserved obscurity until recently rereleased by Kryptonite PD. Written by Mike Brant, the game pits you against a rival power as you seek to expand your empire across the galaxy. After building up a space fleet from scratch, it's then possible to begin colonising the stars. Guaranteed to last a millenium or there abouts.

Kryptonite PD ★★★★



LET'S TOUCH THE STARS

It's that man, Tobias Richter, again. This time there's a whole 15 seconds of animation drawn from his forthcoming Star Trek computer-animated video. Featuring a Federation shuttle flying past a flotilla of Starships, it's another impressive demo from the German Trekkie. Blink and you'll miss it!

Postal PD ★★



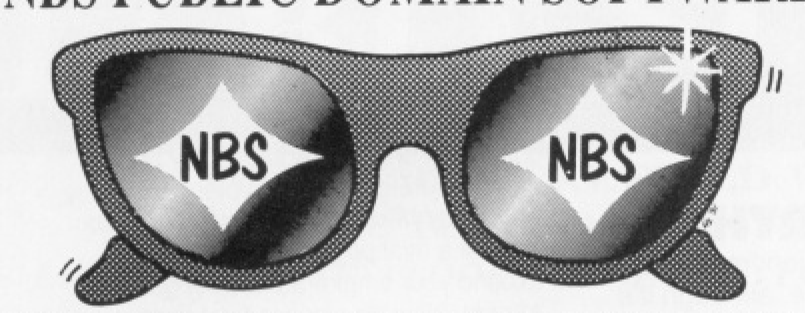


BOMB THE BASS

Bass make a comeback to the demo scene with a visual and sonic extravaganza.

Strictly PD   Disk No. D233 ★★★

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LATEST PUBLIC DOMAIN

D253	TECHNOSOFT: VECTORCITY	Similar to the now famous Trip to Mars
D257/8	TSB MAXIMUM OVERDRIVE	2 Disk set (1 meg) Ace demo. Great anim, graphics & music. Outstanding.
D440	DR WHO SLIDESHOW	It had to happen, a good slideshow featuring the old Doctors. Daleks and all.
D441	THE INVISABLE WORLD	Who did you sleep with last night? No-one? Wrong, you had several million partners. See this and itch!
D432	HAVE A LAUGH PICTURE SHOW 6	63 naughty mono cartoons, saucy seaside picturepostcard typehumour!
D579	MORE CLASSY ANIMATIONS	Steve Parker is back with some more cute animations inc 'SpiderChuck'
D586	DISCOVERY SHUTTLE ANIMATION	Another great animation, this time of the Space Shuttle
M247	19 - TANKARD	A digitisation of n n n n n 19. Good.
M249	AXIS JOCHEN HIPPEL SOUND DISK	Brilliant! Good, magic, fun. Chip music disk with a difference
M257/8	SILENTS BLUESHOUSE MUSIC/GAME	(2 Disks Set) Certainly the best we have ever seen from the Silents.
G160	VIDEO TENNIS (1 MEG)	Recreation of the original arcade game.
G166/7	GREAT GAMES VOL 1 AND 2	A collection of the latest PD games. Vol 1 has 10 games inc Missile Command. Vol 2,3 games inc Sub Sim.
G168/9	RAID AND SERENE	2 great games from Andrew Foreday written with the SEUK. Excellent graphics!
G170	MEGABALL	Surely the best ever Freakout clone available on PD Brill Shareware programs from Ed & Al Mackey
G162	SPACE POKER	Sim of Poker fruit machine. Good
G199	SEVEN TILES	Superb, speedball type game. Brilliant quality. The best ever PD game.
U103	MASTER VIRUS KILLER V2.1	Latest update recognises 124 Virus's
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THE SIMPSONS (D261)
At last, thanks to DECAY, a brilliant demo that does the Simpsons justice! Features a great Bartman Re-mix and some great animation. (1 meg)

THE PRISONER (D260)
Remember the old cult TV series, set in N.Wales?? Here's a demo! Not technically brilliant, but a good subject for a demo, and nicely done.

PHENOMENA DEMOS
2 Great new state of the art demos. ENIGMA (D259, 1 meg) takes Vector landscapes to its ultimate effect, and INTERSPACE (D263, 1 meg) an epic production indeed.

PAH! SIMPLE STUFF VOL 8 (D262)
Not put together by this time, but adopted. The star of the show is the amazing new demo by the SHINING, featuring 'Blitter Scaling' an amazing new coding technique (1 meg)

AMOS

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A105/6	(GAME) PICTURE IT	(2 disk set, 1 meg) A super jigsaw puzzle game, ideal for the youngand old.
A110	(GAME) CROSS FIRE	(1 meg) Collect the items on the grid, beware the mines and gunshipson all4sides.
A115	(GAME) BALLOONACY	(1 meg) Fly your ballon and flatten the buildings. Addictive game.
A124	(DEMO) BOB MANIACS BY SYNTEX	An excellent demo (for AMOS) some very good,and fastroutines.
A131	(DEMO) ARMAGEDDON DEMO BY SYNTEX	(1 meg) Unoriginal but, again, excellent for AMOS.
A135	(EDUC) SIMON AND SPACE MATHS	Learn your sums then blast the Aliens as a reward!

LICENCEWARE £3.50 PER DISK. A PROPORTION OF THIS GOES TO THE AUTHOR

L001	(ART) COLOURING BOOK	(1 meg) Title says it all. Great fun for the kids.
L004	(GAME) THINGAMAJIG	(1 meg) Simple jigsaw puzzles writen for children. 24 in all.
L005	(GAME) JUNGLE BUNGLE	(1 meg) An icon driven adventure game, again, written withchildren in mind.
L006	(GAME) PUKADO	(1 meg) A good game of good quality, and what licenceware shouldbe all about.
L007	(GAME) 4 WAY LYNX	Similar principal to pipemaniabut harder!
L008	(EDUC) WORK AND PLAY	(1 meg) 3 Educational games for children. Telling the time and Maths.
L010	(EDUC) THE WORD FACTORY	(1 meg) A spelling and memory game. Good reviewsbut I'm notimpressed.
L011	(GAME) GO-GETTER	(1 meg) A good computer version of what would make a goodboard game. Worth a look.
L012	(GAME) HYPNOTIC LAND	(1 meg) Similar to klax but balls not blocks.
L013	(GAME) JIGMAINA	(1 meg) More jigsaw fun, inc construction kit.
L014	(EDUC) PLAY IT SAFE	(1 meg) A great idea to teach safety in the home to young children. Exceptionally good idea.
L016	(GAME) REVERST 2	An updated and much improved version of this classic game.
L017	(GAME) DOGFIGHT 2	(1 meg) A game for up to 8 players but 6 of them have to crowd around the keyboard. Hectic!!
L019	(GAME) X -IT - 50	An original game concert. Well presented and complete with level designer.
L020	(UTIL) WORDY	A wordprocessor written in AMOS! Lots of facilities and Epsom compatable for printing.
L021	(QUIZ) QUINGO	(1 meg) A quiz / bingo game. 3000 quetions !!

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GRA13	Dr Who digitised slideshow 2. hires B&W screens featuring the 4 most recent doctors.
GRA14	Star Trek: The Next Generation digitised slideshow 1. hires B&W screens.
GRA15	Star Trek: The Next Generation digitised slideshow 2. hires B&W screens.
GRA17	Blakes Seven "Stardrive" digitised slideshow. hires B&W screens from this final series episode.

GRA18 TO GRA22 are similar to GRA12 TO GRA17 but colourised.

GRA23	Doctor Who Gallifreyan slideshow. hires B&W scenes from the Doctors home planet.
GRA24	Similar to GRA23 but colourised.
DM2	The Walker Demo 2 (1 meg)
DM8	Puggs In Space.
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F347 CURSOR 3-Pass A Basic compiler
F355 TRACKSALVE V1.3 Remove CLI bugs
F356 NCOMM V1.34 Communications PRG
F359 ABRIDGE, Solution to Anim5 incompat
F371 FRACTALS Fractal generator that generates various different types of fractals
F379 THEA64PACKAGE V1 Comprehensive Emulator to assist CBM64 users upgrading on to the Amiga Commodore 64 Basic
F382 CROSSDOS V4.00b /Read and Write IBM, MSDOS (Also ST) Disks on the Amiga
F383 MANDELMOUNTAINS Version 2.1
F387 MANDANIM V1.1 Mandelbrot Creator
MANDELBLITZ V1.0/MandelBrot Plotter
F391 FRACTALLAB Investigate the realm of fractals and let your imagination run wild.
F396 ROADROUTE A trip planner to find the best road route between any two points
F397 DKBTRACE V2 A complete ray Tracer
F402 PRINTSTUDIO V1.25 Prints Text and Graphics in a variety of Options PCOPY2.12
F403 KAWAI EDITOR Some kind of MIDI based music Synthesizer Program
F414 WRAP A program to wrap a Sculpt 4D image around a sphere of cylinder V1.32
F415 CBBS A world like BBs System,ARadio
F416 BUDGET Personal Finance manager
SOUNDEDITOR A Stereo sound file Editor
F417 DATAEASY Database with Various New Advanced features Inc Phone Dialer
F420 BOOTX/New Virus Killer MENU WRITER/Write a menu to your Bootblocks
F421 NOVIRUS,Virus destroyer Inc saveopt
F422 IMPLODERV3.1/Data Cruncher
F425 CHECKBOOK Checkbook recording
F429 ATCOPY Copies Files from one side of the Amiga System to the other (PC to Amiga)
F430 SCULPTTOOLS Includes BRUSH4D, FRACTAL4D,SPIRAL4D, All Updated Versions
F431 CHEATSHEET A compilation of Hints, backdoors,helpful bugs passwords& codes
F434 TYPING TUTOR,A simple tutor which measures typing speed & changes difficulty
F441 DISKPRINT The New 3.5 Disk Labeler with Graphics, Ment for a small PD Library
F443DICE Dillons Intergrated C Enviroment. system Which includes a C compiler, assembler, linker and the support libraries
F447 SMAN Mandelbrot Generator,uses mouse
F449 WONDERSOUNDV1.7 Additive harmonic instrument design tool & Window

VARIOUS DISKS

V013 PLAY AND READ Various Educational Programs for the younger users (2)
V017 VC The best Spread Sheet Program
V024 BANKN The CheckBook control system
V028 WORDWRIGHT & AMIGASPELL
V029 HOUSE HOLD INVENTORY
V038 SIERRA GAME CHEAT DISK
V041 THE DPAINT ART DISKV1.0, Loads of Pictures to load into Any art package
V043 JAZZBENCH Replaces your Workbench disk. this disk has loads of Extra Features.
V048 TV Graphics/Video Graphics Various utilities for Video Production Work (8)
V085 RED SECTORS INC DEMO CREATOR
V090 D COPY AND TETRACOPY PROGRAM
V108 AMIBASE PROFESSIONAL This is the Most popular Amiga Database program
V086 THE VIDEO PRODUCTION DISKS (2)
V100 3.5 DISK LABELER Prints graphics
V114 TEXTPLUS2.2 The Best Word Processor See Amiga format March for Review details
V116 ST-07 HOUSE MUSIC Instruments
V118 QUICKCOPY PROGRAMS and More
V119 PRINTER DRIVERS/This disk contains all the drivers from fred fish and Incs Generator
V126 TurboBackup,CrayonPaint,X-spell Jed WP,Sound Tracker V2.5 & 6 Rippers
V131 C-LIGHT Simple Ray Tracing Program See Amiga Format March for a review
V132 ST-71 PSYGNOSIS Instruments
V133 8 Channel/Track Sound Tracker
V134 NEW CLIP ART V1.9 and V2.0 (2)
V136 THE SCANDEL Demo Creator kit
V137 SCANDAL ORIGANAL MODUALS withthe Africa Music from Budbrain 2
V150 ST-16 To ST-21 Instruments (5)
V156 COUNTACH CLIP ART (3) New Art
V159 VIRUS KILLER COLLECTION No 2
V161 THE PUZZLE MAKER Design Puzzles
V166 THE COMPLETE CMANUAL (3) is a complete c manual for the amiga includes over 70 fully executable programs,
V169 RIPPED MODULES:V1.0 to V1.9 (10) All are for use with Sound or Noise Tracker
V179 CLOUD and FRACTAL Various programs for the Fractal Generator Starter
V190 M.E.D.Version Number THREE (V3.0) Lastest updated program See AF for review
V191 MASTER VIRUS KILLER Virus Checker and Killer with an Excellent Search option
V192 A-GENE DATABASE Family Tree Data InformationProgram With Database
V193 EMULATORS Covers Various Formats which includes CBM,QL,IBM-PC,MAC & ST
V194 MR BACKUP.HD This New Version Not on a Fred Fish Yet, New from the U.S.A
V195 GRAPHIC INTERCHANGE Change between Atari St/PC graphics to the Amiga
V196 A.M.O.S. Instruments Sounds (7)
V205 MICRO FICHE FILER DATABASE
V206 THE QL EMULATOR& PROGRAMS(3)
V209 CLERK ACCOUNTS PROGRAM
V213 ST-21: HOUSE MUSIC INSTRUMENTS Vol II The Samples have Remixed back
V214 STAR TREKKER VERSION V1.3 This latest version by EXOLON of FAIRLIGHT
V215 PD-Soft VOL5: DISKMASTER V3.2, DISK-X V2.2A,DISKSALV V1.42,PSION LINK
V216 SPECTRUM EMULATOR VERSION 1.0 Includes various games,ChuckieEgg+others
V217 PD-Soft VOL6: PRO SOUND TRACKER V1.1a,SEARCHERV2,TURBO IMPLODERV3.1
(NEW) NORTH C VERSION V1.3

GAME DISKS

0582 WONDER LAND Like Super Wonder Boy. very simple idea but very hard game
0629 SPACE INVAIDERS Very Good
0688 BACK TO THE FUTURE 3 (Playable)
0847 HEYTRIS Very hard but excellent
0848 THE MAZE Travel the corridors
0850 TURRICAN II (Playable version)
0902 TAROT CARDS Select your birth sign
0913 BREAKOUT3D & Normal Game Inc
0998 MONOPOLY AND CLUEDO
1060 STAR TREK The NEXT GENERATION Mega follow up to the STARTREK Game
1073 TETRIS ORIGINAL Fast & responsive
1079 DRIVE WARS The new shoot em up
1081 THE ULTIMATE STAR TREK GAME(2) Latest version, Author Tobias Richter
1083 MECHFIGHT The Role playing game
1188 QUIZ MASTER Quiz Game
1203 AMIGOIDS An ASTEROIDS Variant
1244 MISSILE COMMAND Fred Fish F444
1246 THE GALACTIC FOOD FIGHT
1247 RINGS OF ZON Gauntlet style (*)
1248 DRAGONS CAVE Puzzle Adventure
1254 STAR TREK THE SHOOT EM UP
1255 THE SIMPSONS Control BART
1258 EAT MINE The Boulder dash Clone
1259 TWINTRIS The best Tetris Variant
1260 PACKMAN89,Excellent Features
1328 WHEEL OF FORTUNE As on TV
1335 WIZZYS QUEST, Written in AMOS
1341 DOWN HILL SKIING/Arcade game
(NEW) TENNIS Play on the Computer
(NEW) BLACKJACK,casino simulator
(NEW) AMERICAN STAR TREK* (2,2 DD)
(NEW) DTris The all NEW TETRIS Variant
(NEW) AMIOMEGA Similar to Hack/rogue but is much more complex, AD&D style
F062 HACK/LAN Adventure Games (2)*
F096 CHESS Better thansome commercial
F162 LABYRINTH II Role Playing Game
F174 TETRIX Another Tetris Variant
F194 MORIA Dungeon Simulator Game
F252 ZERG Move Characters through the fantasy Realm and Slaughter Monsters.
F269 CHESS TUTOR Novice chess player
F306 LIFEA new version by Tomas Rokicki
F327 MASTERMIND Famous TV Game
F345 CROBOTS Similar to Mech Warrior
F357 EMPIRE Multiplayer Economics gm
F362 IMPERIUM ROMANUM Risk style
F392 SPADES The popular card game
F404 STAR TREK THE NEXT GENERATION QUIZ GAME Contains1000+ Questions(2)
F417 QUIZ Covers Physics, Indians& States
F418 RUNNING A Classical Maze Game
F420 SPACEWAR V1.11 TwoPlayer Game
F422 TREKTRIVIA Covers Original series
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F418 ATMOVES Amy the Squirrel*
F414 Batman,LateNight,Terminat*
F413 Stealthy Manoeuvres II * SwissArmy JUGGLER2+DEMO
0028 THE KNIGHT ANIMATION*
0031 FASHIONATING MEGA DEMO
0099 DRAGONS LAIR Animation*
0111 ORIGINAL WALKER DEMOS (2)
0168 NASA PICS Actual space pics
0185 SWINGING FROG Animation*
0186 ORIGINAL STAR TREK ANIM(2)
0242 PLASMA FORCE ACID Demo
0286 KYLIE MINOGUE (2)
0272 FREDDY KRUEGER PICTURES
0277 DRAGONS LAIR II Animation*
0318 JOE OF SCOOPEX Slide Show
0343 FORGOTTEN REALMS Pics
0451 SCOOPEX XENORMORPH
0500 SCOOPEX Mental Hangover
0525 ESCAPE FROM SINGES CASTLE Animation Preview Disk *
0532 HIGH LANDER Animation *
0542 PUGGS IN SPACE Animation
0550 DRAGONS LAIR Long Sample
0555 THE RUN Animation*
0586 TRON LIGHT CYCLES (2) *
0612 MONTY PYTHONS Demo (2)
0614 DEBBIE GIBSON E.Youth (2)
0620 LAUREL and HARDY Show (2)
0635 100 ORIGINAL 64 Tunes
0662 CRIONICS PRESENTS THE MADONNA DEMO DISKS (2).
0664 BUDBRAIN Mega Demo (2)
0671 DIGITAL CONCERT 6 REMIX
0674 EPIC OCEANS SPACE CITY*
0678 GOOD MORNING VIETNAM
0689 TECHNOTRONIC REMIX
0690 POPEYE Meets the Beach Boy
0711 GHOST and GOBLINS MUSIC
0723 DEPECHE MODE Music (2)
0731 SILKWORM4 (Playable Prev)
0733 PMC FRACTAL Animation*
0792 ALIENS Mega long Sample (2)
0804 MICHEL JARRE EQUINOXE
0814 JARRE'S Ultimate Docklands II
0838 THE STAR WARS Picture Disk
0854 KYLIE'S Made in Heaven (2)
0883 THE 808 STATE Remixes
0905 ZOOLOOK Michel Jarre
0910 WAR OF THE WORLDS(2)1094
0926 THE WHO Mega Sounds
0937 MIAMI VICE Remix Disk
0944 GLIDERSCOPE IV The Making
0948 MAXIMUM OVERDRIVE (2)
0952 GLIDERSCOPE IV The Remix
0956 THE New EVIL DEAD Demo
0960 D-MOB REMIX MUSIC IV (2)
0959 THE BEST DEMOS of 1990
0972 BETTY BOO Music Sample
0989 WRATH OF THE DEMON
1002 BUDBRAIN II MEGA DEMO
1003 HORIZON SLEEPIN BAG
1004 TREACL MEDLEY RELATION
1005 SONIX HOUSE MUSIC No 5
1008 SHARE & ENJOY AMAZING TUNES II (3) * BY SCOOPEX
1016 CRIONICS Total Destruction
1019 TECHNOFLIGHT FLIGHT SIM
1021 USA vs IRAQ Animation
1044 KEFRENS Presents THE WALL
1047 ROBOCOP Digi-Movie demo
1048 BRUCE LEE Picture Demo
1049 TOTAL RECALL The demo
1050 BACK TO THE FUTURE II
1054 THE BLUES BROTHERS (3)
1065 HAWK'S Nice Batman section
1070 OXYGEN 900 REMIX MUSIC
1071 R.A.F MEGAMIX Number 1
1077 VOICES OF ENERGY by PANIC
1078 SWEET MUSIC By CRUSADERS
1105 JARRE LIVE The Best Jarre disk
1107 STAR TREKKIN The Whole song Packed on Two disks (2,2DD)
1113 COYOTE PART II The Road Test
1115 BAD NEWS From Comic strip
1118 CAPTURED IMAGINATION
1119 CRUSADERS HOT WIRED
1123 SONIX Presents THE BEATLES
1129 DIGITAL NOISE II Excellent
1130 MARS Animation Very good
1133 SCOOPEX MEGA DEMO II (3)
1143 THE VIRUS STORY THE MOVIE
1146 EQUIMANIA II Drunken Skulls
1157 GROOVE IS IN THE HEART
1158 THE DPAINT III Animation (2)
1162 WATERSHIPDOWN Slideshow
1166 R.A.F BEAST II MUSIC Disk
1168 DRAGNET Mega Sample (2)
1177 APPRENTICE By RainbowArts
1190 THE TRASHCAN By WIZCAT The dark side of Mickey Mouse
1207 PLAYBOY Jan 1991 (2) XXX
1211 MADONNA JUSTIFY MY LOVE
1214 ENIGMA Music disk Selection
1216 THE ULTIMATE WARRIOR (PD)
1226 CHAOS ROCK Animation
1236 The VOCAL ATTACKIII (2)
1238 ANARCHY Presents THE SYSTEM VIOLATION MEGA DEMO
1242 RED DWARF Hi-Res Pictures Various Shots from Red Dwarf (2)
1253 OPTICAL ARTS Mega demo
1256 SILENTS Presents THE BLUE HOUSE Mega Demo, Reviewed CU
1267 DRAGONS LAIR III Preview
1280 MAG.FIELDS Digital Remix
1298 LETS RIP VOLUME III MUSIC
1302 NIK WILLIAMS Broadcast
1308 ROLLER BALL New Release(2)
1312 CARS & GIRLS SLIDE SHOW
1317 THE BAD BIRD ANIMATION
1332 ARNOLDSCHWARZENEGGER in the Total Remix, Washing Advert
1340 IRAK ANIMATION Disk *
1343 THE ROBOCOP II Slide Show
1344 NIGHT THOUGHTS Brazzle athkins presents Wrierd Pictures
1345 SYNTH MUSIC Number 8
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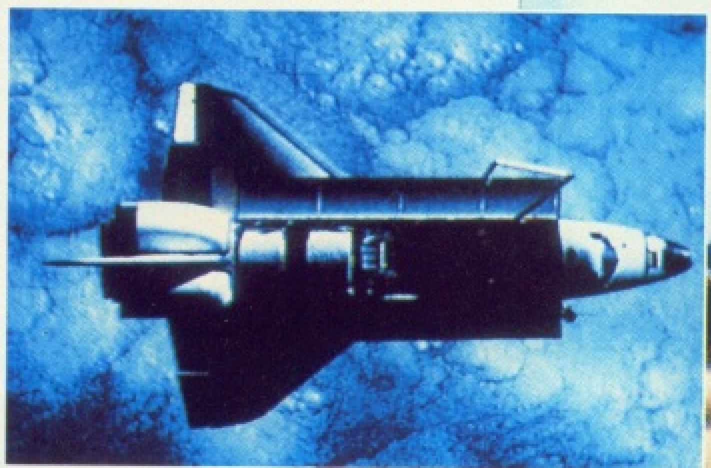
DEMOS



SPACED OUT
Spaced Out II features some tasty electronic noises and sampled tom-foolery for your money.
ABOTS Disk No. 993 ★★

SPACE FACE
A selection of NASA space pics have been digitised for the Amiga and form the basis of a new slideshow by Kerry Lancaster.
Seventeen Bit Disk No. 907 ★★★









READERS' DEMOS
Alastair Carter from Rossendale sent in a couple of fantasy shots which took our fancy (*right*) and J. W. Clegg from the Isle of Man has come up with some tasty *D-Paint 2* screens (*above*). Both readers' work was top-notch. Keep 'em coming!



IN THE NET
A brilliant basketball animation by Eric Graham is currently wowing 'em on the PD circuit. *Seventeen Bit Disk No. 910* ★★★★★

PD TOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1. Applecus Animation **A**
2. Phenomenal Phenomena **A**
3. Games Galore 3 **G**
4. Robocop Animation **A**
5. Games Galore 5 **G**
6. Anarchy System Violation **A**
7. Simpsons Demo **A/S**
8. Acme Megademo **A**
9. Madonna Nude **A**
10. Amazing Tunes 2 **S**

Compiled by 17 Bit

DEPECHE MODE
The mean and moody Basildon Boys' electronic music gets the remix treatment courtesy of Symbiosis. Tracks on offer include See You, Photographic, Little Fifteen, Route 66, Blue Dress and the classic Shake the Disease.
Seventeen Bit Disk No. 926 ★★★





NOW YOU SEE IT NOW YOU DON'T
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PD UTILITIES

THE BEST NEW RELEASES • THE BEST NEW RELEASES •

For the very best reviews of PD Utilities and AMOS Shareware read the only column that matters...

JUNIOR PD CLUB

A Bit On The Side have launched the first PD club aimed at the younger fan. Sick and tired of all the bad language that finds its way onto the PD circuit, ABOTS have set themselves the task of individually vetting each disk. With over 200 demos, slideshows, games and sound disks, the club looks set for success. For £7 you'll receive a catalogue disk plus five extra disks, a free pen and badge (cooo!). Our sample kit included a *Turrican 2* demo, a Popeye meets the Beach Boys remix, a tank full of singing fish and a brill Tobias Richter slideshow.

Recommended



PUKADU

AMOS SHAREWARE

Here's an inventive arcade puzzler in which you take control of a small brown spider and have to hurtle around a square board gobbling up a set number of tiles while avoiding red bouncing balls, green slippery snakes and deadly skulls. Once a tile has been eaten, you cannot walk over that area again, so careful planning and skill is needed to munch through enough tiles to reach the next level. Totally addictive.

ABOTS or Seventeen Bit £3.50

★★★★



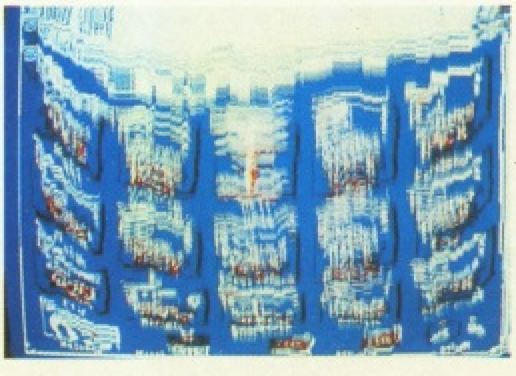
THIS AND THAT

Amongst the legion of utilities packed onto this disk are a host of Workbench hacks. These are particularly stupid and annoying routines which mess about with the way Workbench performs. For example, how about making the screen disolve in front of you or creating a mini-snow storm to rage across the monitor? Using these hacks it's possible to add floating bubbles or a starscape to the background of your Workbench screen or even have a huge pair of eyes follow every cursor movement.

Two other utilities are worth mentioning. *Converter* allows the user to convert graphic images from one format to another. For example, it allows you to convert IFF files to Bitmap or ST files to the Amiga. Perhaps the most useful util is Pop.Dir 1.6 which is a multitasking icon driven disk directory which allows you to call up a directory from any disk at the single click of a mouse button.

Seventeen Bit, Disk 749,

★★★



RIM

A relational database isn't something which helps you keep check on the number of relations you suddenly acquire once you've won the pools. In fact, it's a handy system which allows you to set up several databases which can pool information and thus save on disk and memory storage space. Similar programs are used by banks and councils in keeping tabs on people and equipment. The police's Central Crime Computer uses a sophisticated relational database which helps them compare information from several different crimes and see which facts are common to all of them. This isn't a program for the beginner as it isn't particularly user friendly. With no pull-down menus, it's strictly for the seasoned user.

Postal PD ★★★

HAM LAB

This rather clever image-processing/enhancing software allows you to convert Ham mode pictures to extra half-bright (64 colour mode) and low res pics and lets you save pictures as an executable file to boot.In its entirety, it's a marvellously useful piece of software and compares favourably to the conversion routines of *Pixmate* which would give you little change from a £100 note.

Seventeen Bit 916 ★★★★

MCAD

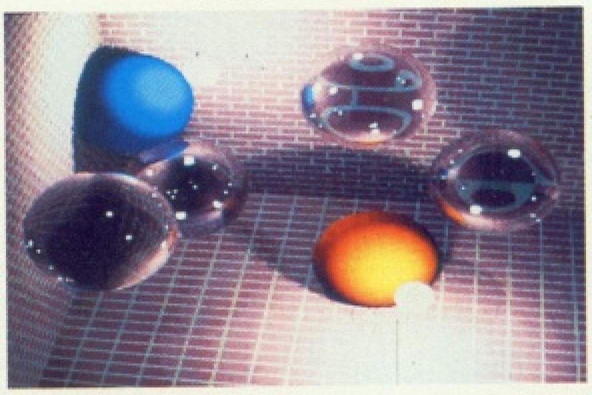
Here's a truly excellent designer's tool. Able to project 3D objects from a number of different angles, this fully-featured program works in the interlace mode and is incredibly user friendly – so much so that it almost does all the work for you, makes you a cup of coffee and puts you to bed at night into the bargain. Cheaper than *Aegis Draw* and more user-friendly than *XCAD*, both costing more than a £100 each, it's an essential purchase for anyone interested in computer-aided design.

Postal PD ★★★★★

PD UTILITIES

DBW RAYTRACE

Although far from user friendly, this is an exceptional ray tracing application which comes complete with several raytraced pictures for you to oggle at.
Postal PD ★★★







GO-GETTER

AMOS SHAREWARE

Brucie's *Play Your Cards Right* comes to the Amiga. Essentially, each player has to correctly guess a sequence of cards by predicting whether the next numbered card will be higher or lower than the previous one. After each turn, the number of correct answers is translated into points which allow the player to move around a board. There are special warp squares which can transport the player around the board as well as bonus and free turn squares. The winner is the player who amasses the most points in a set time.

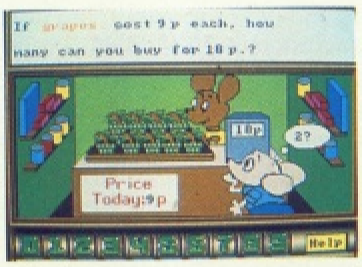


Seventeen Bit or ABOTS £3.50 ★★★

WORK AND PLAY

AMOS SHAREWARE

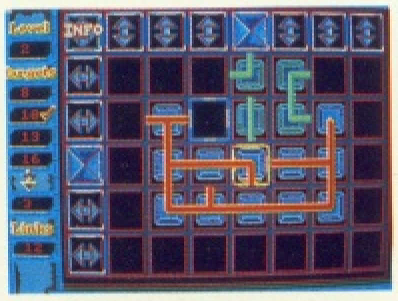
Another one for younger kids, *Work and Play* has three educational games for your money. Help your kids tell the time, learn their multiplication tables or add up the prices in a shop. Each program is designed to be both both fun and educational in some way. For instance, a mouse runs past a waiting cat to gobble up a piece of cheese each time a player adjusts the clock to the right time.



Seventeen Bit Or ABOTS, £3.50 ★★★

4-WAY LINKS

AMOS SHAREWARE



An intriguing puzzle game in which a player has to connect a number of tiles with a centre tile in a set time limit. By moving the cursor over a tile, it's possible to move it around within the square so that it connects with other tiles in adjacent squares. With two, three or four exits from each square, it's not going to be easy to match up all the squares and each level is harder than the last. *ABOTS or Seventeen Bit, £3.50* ★★★★★

UTILITY DISK ONE

This one's absolutely crammed full of useful utilities and productivity tools. The highly regarded virus-killers, *VirusX 4.0* and *Seek & Destroy* are included, the latter able to detect three different types of Link Viruses, which actually infect files rather than the Boot Block, as well as over 40 Boot Block viruses. There are also two compression programs: *MasterCrunch* and *Powerpacker*, both able to crunch files to half their original size. CU uses *Powerpacker* to cram as many games and utilities on our cover disks as we possibly can. Among the many other utilities on show are two easy-to-use and highly-recommended music composing packages (*Noisetracker* and *Soundtracker*). If you haven't already built up an extensive library of utility disks, this is a good place to start.
Seventeen Bit 949 ★★★

PD OF THE MONTH

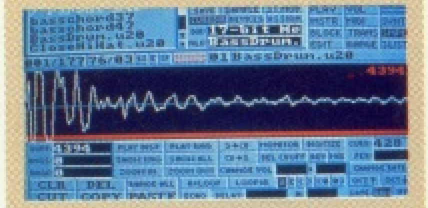
MED 3.0

There are a number of PD companies claiming to have sown up the exclusive distribution of this amazing music composing package in the UK. Don't believe a word of it – it's all a pack of lies and in the majority of cases the program has become bastardised beyond recognition with many of the original files and documentation either missing or substantially altered. This is a shareware disk, available to all and sundry – all the Finnish author requests is that you send him a small donation if you find the program at all useful.

And you almost certainly will! I don't think that I'm over-estimating the program by saying it's the best music package I've seen – PD or otherwise! *MED 3.0* allows you to compose tunes using Amiga samples played through any of the Amiga's sound channels and create brilliant stereo effects. It's possible to load in at least 64 samples into the memory in one go and access each one individually.

An added feature, not present on the 2.0 version, is the ability to convert synth and hybrid instruments. Another plus, *MED* can also display music in traditional notation as well as numbers and letters, which makes things easier to understand (for me, anyway!). There's also a fully-featured sample editor which allows you to tailor each sample to exact needs within the program without having to leave and edit samples with a dedicated sampler.

Up to 16 MIDI channels can be supported and it's possible to adjust the volume and speed of playback with a much finer variation than any other package. There are 240 speed settings and 64 volume settings!



Obviously, from the few features I've mentioned here, this is an exceptional program worth its weight in gold. *MED* is to a musician what the Amiga is to a ZX81 owner! Buy it!
Kryptonite PD, Disk U400, ★★★★★

ISSUE 7 MAY/JUNE 1991 £1.95

PC Leisure

The complete guide to PC entertainment



OUT OF THIS WORLD



SPACE QUEST IV

F29 RETALIATOR

INSIDE
EXCLUSIVE REVIEW
OUTSIDE
FULLY PLAYABLE MISSION ON DISK
UPSIDE DOWN
TURNS THE IDEA OF FLIGHT SIMS ON ITS HEAD

OUT NOW

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Where's your cover disk? Ask the newsagent!

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STARTING UP WITH STYLE

Continued from page 34

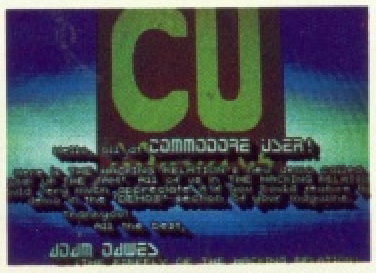
ON THE RAZ

Now you've seen how our startup-sequence works, you should be able to appreciate how little effort it takes to give disks a little extra razzamatazz. If you look in the C directory of our coverdisk extra, you'll find lots of short routines that can be used when compiling your own disks. To help recognise the routines, their names are all in capital letters. It's possible that your own startup-sequence doesn't work in exactly the way you expected it to. This can be frustrating, and may be because certain routines aren't very compatible. Only experience will teach you what's possible!

BOOTING THE VIRII

The very first thing that the Amiga does when you put a disk in the disk drive, is look at the bootblock. The bootblock contains information that helps the computer to load any further data from the disk. The information stored on the bootblock is not stored as a file in the usual way and, to the novice, you have virtually no way of changing the contents. This feature is utilised by software houses to add protection to their games. By changing the bootblock, they can store information on their disks in such a way that it cannot be accessed with ordinary Amiga copiers. Unfortunately, virii are also attracted to the bootblock, for the same reason. If a virus writes itself to the bootblock of a game that was already using the bootblock for its protection system, the disk will be rendered useless. Bootblock virii have another nasty habit; they copy themselves from the bootblock of the disk to an area of the computer's memory that is rarely accessed by ordinary programs. There they sit, waiting, until an unprotected disk is inserted into the disk drive. Then they copy themselves onto the bootblock of that disk, possibly destroying it, before hiding away again ready for the next disk. On the coverdisk is a program called Utility Boot Installer. When used on a normal disk, the program will put its own special code in place of the standard bootblock. This code immediately flashes an options screen onto the screen when the disk is inserted into the disk drive. As long as the options screen appears when you insert the disk, you can be certain that your disk has not been infected by a boot block virus. The new boot block also searches the computer memory for virii and, if it finds any, kills them. Load the program to see a description of the options that Utility Boot Installer offers you. **WARNING Installing a utility boot on commercial software may stop it from loading. Unless you know what you're doing, don't risk it!**





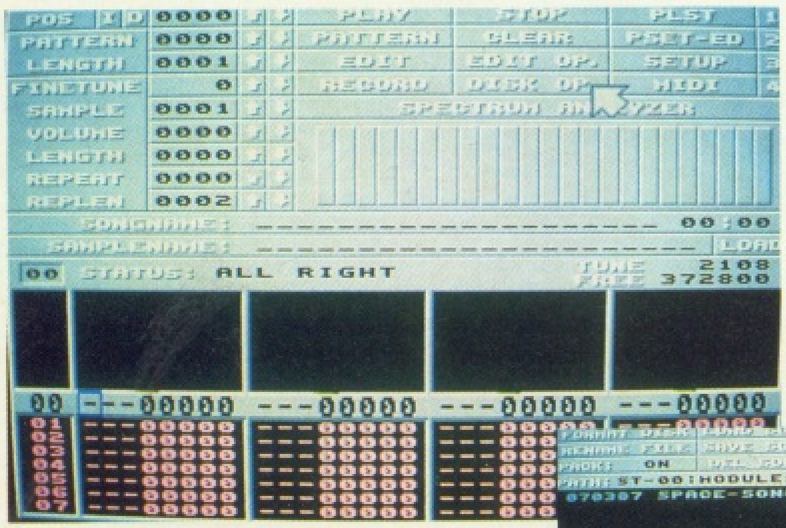
NOW TURN TO PAGE 148 TO FIND OUT HOW TO ADD A SOUNDTRACK TO YOUR SOFTWARE

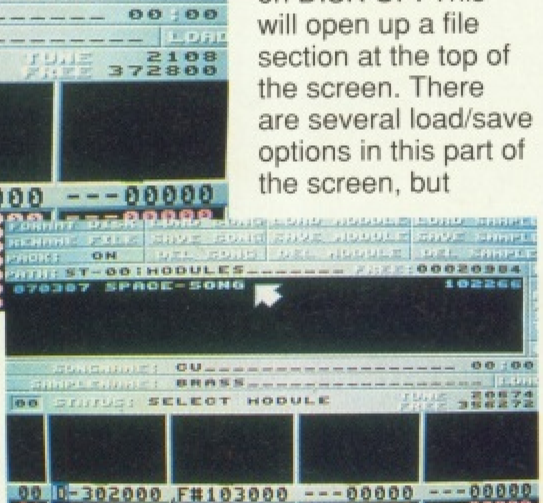
MUSIC DIY

part 3

Free on our second cover sidk is a useful utility called Protracker. Here's how to get to grips with this powerful sound package.

MAKING TRACKS





DISK fourteen

You've learned how to format a disk and know how to copy files onto it. You're the master of the startup-sequence and you're ready to create your first demo. But what about music? Well boys an' girls, ladies and germs, this could be your lucky day. Why? Because on the extra disk this month we've included a great music package called *Protracker* which you can use to write your own songs and add them to your demo. Also included on the disk are a couple of sample songs to get you started. One of them is the classic Axel F, the other is a really hot tune called Space song (it's the one you heard playing whilst the disk was loading).

LOADING SONGS AND MODULES

First off, load *Protracker* from the extra disk. When it's loaded, you should see a screen something like picture a xxxxxx. To start with, we'll load one of the tunes. Space song is the liveliest so we'll use that. Using the mouse pointer, click on DISK OP. This will open up a file section at the top of the screen. There are several load/save options in this part of the screen, but Space-song has been saved as a module, so click on Load Module. After a pause, you'll notice that the title Space-song, has appeared in the window underneath the load/save options. If you click on this title, the song will now load. Clicking on EXIT will return you to the main work screen. Now it's simply a matter of selecting PLAY and leaning back to enjoy the music. When you've had enough, clicking Stop, will give your ears ears a rest!

So what have you just done? Obviously you've loaded and played a module, but what's a module? Basically *Protracker* can save music in two ways; as a song, or as a module. If you save a tune as a song, *Protracker* simply saves the data about the tune, but doesn't include the samples in the save file. This is because using the SAVE SONG option, you are just making a temporary save whilst you work on a tune. You don't want your saves disk to be cluttered up with hundreds of K worth of samples. Nor do you want to wait for ages each time you save. When you save a song as a module, all information about the song is saved, including samples. This produces a much larger save file, but a module is ready to use in your own demos, a song is not.

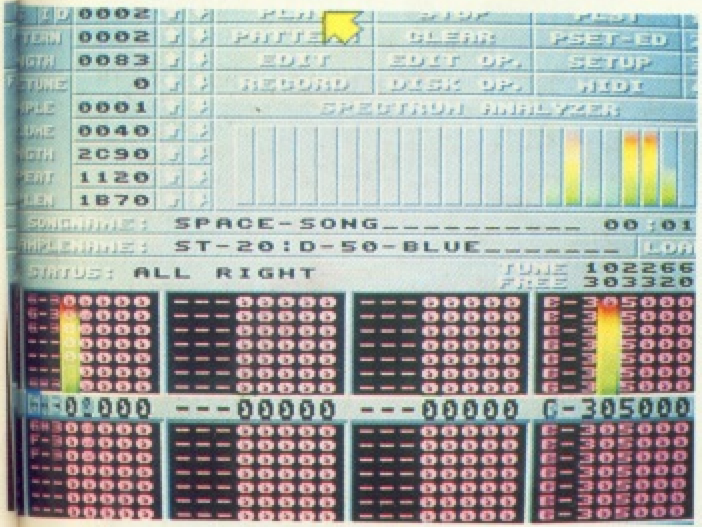
TECH FACTS **For those of you who are in the know here are some of the more advanced features of *Protracker*: dual sample mixing, sample editing (including xfade, boost etc), numerous sample effects (including arpeggio, vibrato etc).**

USING SONGS IN YOUR OWN DEMOS

Using modules in your own demos is simplicity itself. When you save a tune using the SAVE MODULE option, you will create a file that has the letters .MOD after the title of the file. On the extra disk you will find a file called *Noiseplayer*. This is the program that allows you to play your tunes independantly of *Protracker*. To use it all you need do is put *Noiseplayer* and your tune on the same disk, then either through CLI or the startup-sequence (see CLImb aboard) type

NOISEPLAYER -P* YOURTUNE.MOD. This will load the





An example of Protracker at work. When a tune is playing information is diplayed under a series of animated bars.

Noiseplayer routine, set the quit mode, and load a tune called YOURTUNE.MOD, which it will then play. Easy isn't it!

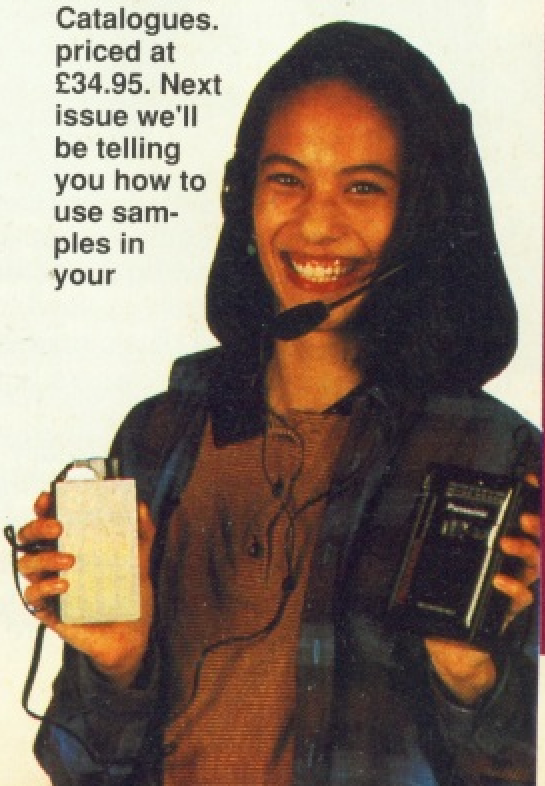
Incidentally, the * in the above command refers to the way that you want the user to be able to quit the song. 1= Quit if the left mousebutton is pressed. 2= Quit if the right button is pressed. 3= Quit when both buttons are pressed. 4= Left Amiga Control to quit. 5= Escape to Quit. 6= No quit mode.

When you're messing around with *Protracker*, you can use any samples you like, but the packages automatically detects samples stored on disks named ST-00, ST-01, ST-02 etc.

One final point, pressing HELP at any time within *Protracker*, will call up a complete list of heip options to teach you all you need to know about using the numerous feautures of this great music writing package.

DIY SONGS AND ANSAPHONE MESSAGES

Creating a tape recording of your music is easy. Connect your Amiga's audio leads to the CD inputs of a stereo. Switch it onto Aux, insert a blank tape then hit record. The tape can then be used with a machine such as the VoiceOver which allows you to record your voice onto your soundtrack. VoiceOver is available from Leadin Edge Stores and Innovations Catalogues. priced at £34.95. Next issue we'll be telling you how to use samples in your



IT'S HAMMER TIME

You've got the software. You know how to make your own stand-alone tunes. Now all you need is some inspiration and you're away. How about this for inspiration: *Technosound Turbo*. Do what?! I said *Technosound Turbo*... Oh come on, surely you've heard of it? It's the new sound sampler from New Dimensions. It gives you all the usual sampling options, plus it can act as a real-time vocal effects box. If you want to sing karaoke with the voice of a demented robot, this is the kit for you. It's also the perfect accompaniment to *Protracker*. What do you have to do to stand a chance of winning this groovy gear? All you have to do is create a song using *Protracker*, save it as a module, and send the disk containing the module in to us. In case of a draw, you should look at the picture of MC Hammer and suggest the title of a song that would seem appropriate.

Send your Entries to;

Why can't MC Hammer buy trousers the right size competition
CU Amiga
Priory Court
30-32 Farringdon Lane
London EC1R 3AU

Sorry, but no disks can be returned.



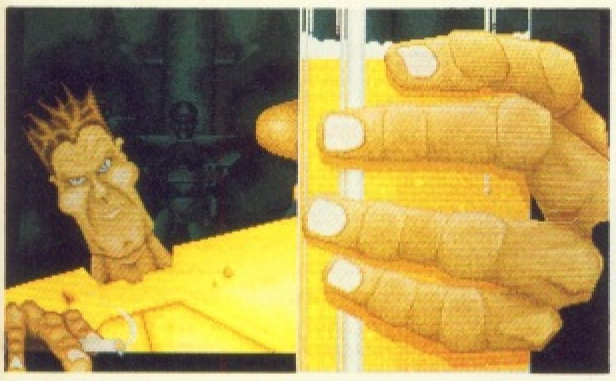
TWO DISKS FOR ONLY £2.95

DISK-GUSTINGLY GOOD VALUE FOR MONEY

We're so pleased with the contents of this month's disks that next month you'll find another two disks attached to the front cover, and, once again, we won't be charging you any more for the privilege – unlike other magazines! These disks will be crammed with useful goodies and feature a clutch of the best up and coming games and applications. All will be fully interactive and give you a taste of what's to come.

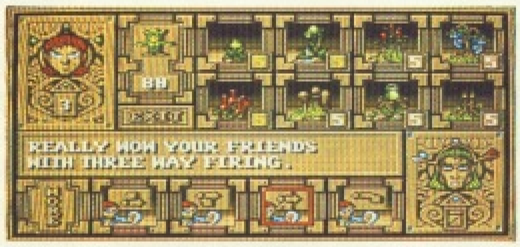


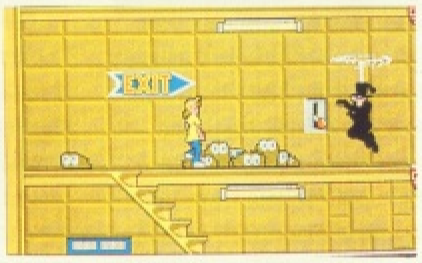
- We'll be reviewing some wicked sound sampling hardware from New Dimensions, and reviewing an incredible new integrated Workbench management system.
- Dale Wilks, our new music maestro, will be following up this month's feature by showing sampler owners how to make your own remixed answer-phone messages.
- Have you ever wondered exactly how a disk is made? Tune in next month and you can find out as we rip a couple of them apart to find out how they tick. We're also going to take a closer look at some classic software that you may have missed. On the disk we'll be including a very special demo, and as if that wasn't enough, we'll be giving away an impressive selection of valuable prizes that are just too good to miss!



As you can see, our games coverage is every bit as good as it used to be, and next month's edition will be even more jam-packed than usual. With a bit of luck and a prevailing wind, we'll be bringing you a wide selection of exclusive reviews and previews. Details are a little sketchy at the moment, so we don't want to give too much away, but, rest assured, we'll be bringing you early peeks and reviews of some of the hottest games set to hit the Amiga scene.

NEWS AND REVIEWS... This next month page has gained a few familiar friends of late and, as in the last few months, we've been promised review copies of the likes of *Epic* and *Billy The Kid* – will we actually review them? You'll just have to wait and see. Also pencilled in for reviews are Domark's 3D boat chase, *Hydra*, and a full review of El's platform romp, *Prehistorik*. Other games we'll be casting out critical eye over include Gremlin's *HeroQuest*, Demonware's *P.P. Hammer And His Pneumatic Weapon*, Thalamus' extremely delayed *Armalyte*, and U.S. Gold's equally late *Gauntlet III*.







CHEATS NEVER PROSPER...
Unless they read CU. On the Play To Win front, Mark will be bringing you hot tips on all the latest releases, whilst the more tricky ones will be subjected to our rigorous playing and unveiled over a couple of pages. So, if you want to know how the programmers behind the games play them, stick around.

AND FINALLY... We'll also be bringing you all the newest game stories in First Impressions and Buzz, and we'll be unveiling all the new licences and developments within these hallowed pages. So, if you want all the best coverage, along with the definitive guides on what's up and coming, you know where to be. In your newsagents on the 26th, armed with £2.95.

CELEBRATE

It's festival time. Last year's acclaimed European Computer Entertainment Show was a roaring success with over 35,000 happy customers, and a sizeable proportion of those were standing agog in front of our demos display.

Read next month's issue and find out exactly what CU Amiga will be doing for this year's event. The stage will be bigger, the large screen larger and there will be special (video) walkman guided tours of our new technology centres.

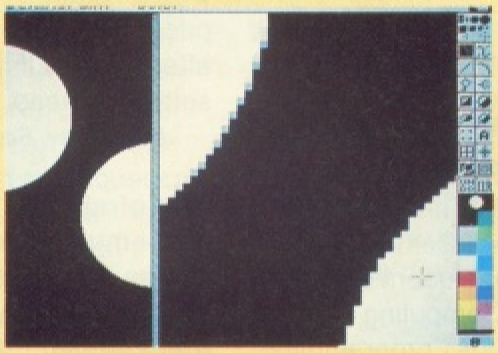
DPAINT 4
ON DISK

You've read the feature, now see the program. Next month Electronic Arts will be giving you an exclusive, animation demo from this, the most eagerly awaited release in ages.

• There'll be more in the way of hardware reviews and programming guides showing you how to get the most from your machine. We'll be featuring the first of a series of AMOS tutorials, in which we invite some of the foremost AMOS programmers in the country to guide you through the stages involved in creating your own programs.

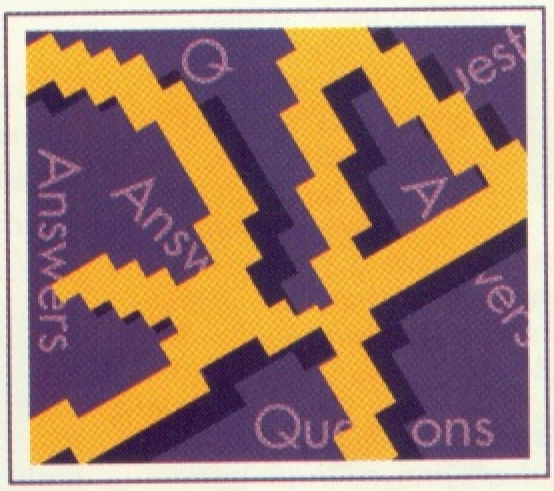








Do not adjust your sets! A stunning *D-Paint IV* demo awaits you next month!



Welcome to Q&A , compiled by John Collins, ex Commodore UK Service Manager

Every month in these pages, I will be answering a wide range of questions about the Amiga. If there is anything you want to know about hardware, software, applications, add-ons, programming, books and other sources of information, or anything else relating to the Amiga, then put your enquiry in a letter and send it to John Collins at CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Questions arising from articles published in CU Amiga are particularly welcomed, and will usually be dealt with in the next issue but one after the appearance of the feature – so queries arising from this June issue will be answered in the August mag, provided they are sent in promptly.

If there is something you want to know, don't be put off from writing whether you think it is so simple everyone else must know the answer or so advanced that no-one else could possibly be interested. While on the subject of asking you to put pen to paper – or rather fingers to keyboard – we would also welcome your suggestions for subjects you would like CU Amiga to cover in future articles and products you would like to see reviewed.

While most questions will be about the Amiga 500 – there are far more 500s sold than any other model – all models from the original 1000 to the brand new CDTV will be covered. Yes, I know Commodore says the CDTV isn't a computer, and is making dealers put it with either hi-fi or video equipment at least four feet away from any computers on display, but CU Amiga readers will recognise an Amiga screen display when they see one.

I have seen a number of early CDTV demonstrations in recent months. One of the most fascinating had the machine playing the world's first audio CD that includes MIDI information. Unlike the 500, the CDTV includes a MIDI interface. MIDI stands for Musical Instrument Digital Interface, and is a standard that lets computers, synthesisers and traditional musical instruments talk to one another – and I really do mean traditional instruments.

One Amiga software developer is learning to play the accordion, because he discovered you can now get an accordion with a MIDI interface - so he can link it to his Amiga! Anyway, back to this unique audio CD: you can selectively remove one instrument from the orchestra, enabling you to play the instrument of your choice with a full orchestral

MAC EMULATOR

I am the proud owner of an Amiga 500, but I find myself faced with a dilemma. I am also a poor student doing a course in Computing Science which includes programming in Turbo Pascal on Apple Macs. The problem is that I would like to be able to write and try out programs at home, but the only way I could afford to buy a Mac would be to sell my Amiga – which, of course, I don't want to do.

So when I heard about a Mac emulator for the Amiga, I thought my prayers had been answered. But a friend told me that the emulator may not run the software I require.

I would be very grateful if you could tell me anything about this emulator – if it does in fact exist – such as where I could get one, the price (I am a poor student, after all), and if it will run the software I need.

John Miller, Scotland

I am afraid that buying a Mac emulator for your Amiga 500 will not solve your problem: you will find that you can no longer buy Turbo Pascal for the Macintosh – Borland discontinued this product some time ago!

The Macintosh emulator for the Amiga is from ReadySoft in Canada, distributed in the UK by Entertainment International (tel. 0268 541126) with an RRP of £169.95 including VAT. The original A-Max, which was written by a student in New Zealand and released in 1989, did a remarkable job of running almost all Mac programs but was crippled by its failure to support any hard disk. Most serious Mac programs – those that an Amiga owner already well supplied with games might want to run – require a hard disk to be of practical usefulness, so *A-Max* remained little more than a curiousity until the arrival of *A-Max II* at the end of last year.

***A-Max II* comprises a disk and a hardware cartridge that plugs into the Amiga's external disk drive port. This cartridge has sockets for the pair of Apple Macintosh 128K ROMs, which must be bought separately (as an Apple spare part). You will also have to buy a copy of the Macintosh system software, called the Finder. The current version is 6.2, but 7 has been 'coming-real-soon now' for the past year or so. It is not only Amiga owners who have to wait seemingly forever for a new, improved version of their machine's operating system!**

***A-Max II* supports most Amiga hard disk controllers, including those from Commodore, GVP, ICD, IVS, Supra and Xetec. You will need to create a Macintosh formatted partition on your hard disk. Better still, if you can afford it, buy a Macintosh SCSI hard drive and plug it into your controller's SCSI port. *A-Max II* even supports other Macintosh SCSI devices such as scanners and laser printers. It also offers full support for Macintosh digitised sounds, and enables graphics to be converted between IFF and *MacPaint* formats.**

Currently in the final stages of design is *A-Max II Plus*. This is a board for use in the larger Amigas (1500, 2000 and 3000). It includes an AppleTalk net-

accompaniment.

Sing-alongs to backing tracks have become popular here in the past year. Their Japanese name, karaoke, means empty orchestra: now it has become possible to empty something other than the vocal track.

Incidentally, if you want a CDTV you won't necessarily have to sell your Amiga. Commodore is planning a CDTV add-on for existing Amigas, due out in the Autumn and, provided they can produce it cheaply enough, targeted to retail at £299. Whether it will include the MIDI interface and the infra-red remote control is not yet clear.

Over in the States, the new product that is creating all the excitement in the Amiga fraternity is the Video Toaster from NewTek. The New York Ami Show back in March could almost have been renamed the Toaster Show, its dominance was so total. It is not that the Toaster does anything previously impossible, just impossible without spending many, many times its RRP of $1595. It combines a board (for the 1500 and 2000) with some very powerful software, incorporating a 4-input production switcher, 3D animation, digital video effects, a character generator, dual frame buffers and genlock, a colour processor, frame grabber and frame store, and a paint program.



The manual is nearly two inches thick! It needs at least 5 Mb RAM and a second monitor. NewTek are supposed to be working on a PAL version for Britain and Germany, but there is no hint of when we might see it.

In the States broadcast television standards were defined by the National Television Standards Committee (hence NTSC – popularly supposed to stand for Never Twice the Same Color, because colour stability is not a strong feature of the standard). An NTSC picture has 525 lines at 60 Hz (30 frames per second). Our PAL pictures have 625 lines at 50 Hz (25 frames per second). Cinema films run at 24 frames per second.

In both NTSC and PAL frames are made by interlacing two pictures broadcast one after the other: the first picture consists of alternate lines across the screen, and the second picture fills in the gaps between the lines of the first picture. Be cause the Amiga was designed to be used as a video tool, it differs from most other computers in producing a conventional television -style interlaced display when used in its high resolution mode. It is this interlacing that causes the slight flicker that occurs whenever the Amiga is used in high resolution.

That's enough of my thoughts for now, so let's get down to answering a selection of your letters.

work port; can read, write and format Mac disks in a standard Amiga drive; and has two Mac serial ports. It is likely to cost about £400 when available in the Autumn.

MCC Pascal used to be available from Metacomco, the company in Bristol that wrote AmigaDOS for Commodore, but they stopped trading several years ago. So far as I am aware, there has never been any other Pascal available on the Amiga. Since some colleges have shifted from using Pascal to using *Modula-2* as the programming language used in their courses, and many more are planning to do so, I suggest you discuss with your tutor the possibility of your using *Modula-2* on your Amiga to write and try out programs at home.

Pascal was developed in the late sixties by Niklaus Wirth, a professor at ETH in Switzerland, as an ideal structured language for use in teaching computer science. It proved so popular with students who had learnt it in college that it spread into real-world programming. In the late seventies Professor Wirth developed *Modula-2,* a language designed to retain all the good features of Pascal but to allow low level programming (the operating system of ETH's Lilith computer was written in it), add the benefits of modularity (Wirth had just spent a sabbatical year at Xerox PARC in California where the original object-oriented language Smalltalk was developed), and be suitable for real-world use (Gold Disk's Advantage spreadsheet for the Amiga is written in Benchmark *Modula-2).*

PROGRAMMES

BOOT VS. STARTUP

A friend has told me that I can alter the start up-sequence on my workbench disk so that it will print my name on the screen when I start up my Amiga. Surely this will alter the boot block on the disk and make my virus checking program think that it is infected?

Brian Walsh, Sheffield

This is a common misunderstanding. The start up-sequence is a file of the same name which lives in the S sub-directory of all workbench disks. You can read it by opening the Shell and entering the command TYPE :S/STARTUP-SEQUENCE. The boot block is a block containing executable 68000 machine code located in the first two sectors (sectors 0 and 1) on the outermost track on the disk (track 0). Whenever you turn on or reset your Amiga, the code in the Kickstart ROM looks for a disk in drive DF0: and, if it finds one, loads the code from the boot block and executes it to discover what to do next.

UTILITIES

VIRUS CHECKING

I use *VirusX* to check all the new programs that I buy. Sometimes it reports that the disk has Nonstandard Boot Code, rather than naming a particular virus, and I often find that if I select Remove It, the game will not load afterwards. Is there a better virus checking program that will avoid this problem? Am I doing something incredibly stupid?

Mike Potter, Yeovil

The problem is not with *VirusX*, but with games programmers – or often publishers – being too clever for their own good. The boot blocks of all standard bootable Amiga disks are identical to one another, so what a virus checking program does is look for non-standard boot blocks. When you select Remove It, *Virus X* creates a standard boot block in place of the non-standard one. If the disk on which it has found a non-standard boot block is a games disk, you should not create a standard boot block: many games disks intentionally use non-standard boot blocks, so will no longer load if the boot block is altered to a standard one.

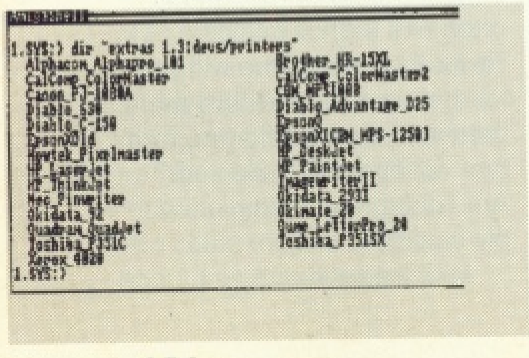
PRINTER DRIVERS

I thought that the Amiga worked with lots of different printers but when I open Printer Preferences there are only two to select from, Custom and Generic. I am planning to buy a printer, and have been looking at a Citizen. How will I get this to work with my Amiga?

Simon Ford, London

Originally, the Workbench disk included several different printer drivers. With each new release Workbench has grown larger and the number of printer drivers has increased. Since most users only have one printer, including lots of printer drivers on the Workbench disk wasted precious space. What Commodore has now done is to put the printer drivers on the Extras disk. You have to copy the required driver onto your working copy of the Workbench disk. There are no drivers specifically for Citizen printers, because these work like Epson printers. Open the Shell and enter the command COPY "EXTRAS 1.3:DEVS/PRINTERS/EPSONQ"WORKBENCH 1.3:DEVS/PRINTERS.

(The quotes around the source path/file are needed because there is a space in the disk name.)



GURU MEDITATIONS

Last weekend my Amiga crashed while I was running a program. The top part of the screen went black, with a message saying 'Guru Meditation' followed by a long number which, in my surprise, I did not write down. After I reset the Amiga, the program ran without any problem. Does this mean that my Amiga has developed some kind of intermittent fault?

Sharon Hughes, Liverpool

Guru Meditations are the result of a software problem, so the good news is that there is nothing wrong with your Amiga. The long number is always in the format aabbcccc.dddd – each of the four sections gives a different bit of information about the fault that caused the software to crash. The purpose of the Guru number is to aid programmers in debugging their programs. As this information is only meaningful to experienced Amiga programmers, who will already have documentation that includes it, I will not waste space on listing it all. Unlike the PC, the Amiga is a multi-tasking machine capable of running more than one program at once. This means that when you get a Guru Meditation the cause may not be the program you are running in the foreground but another program in the background that was poorly written. One of the commonest causes of Guru Meditation is the Amiga running out of memory at a crucial moment, o ften caused by sloppy programmers failing to free up memory when their program has finished using it.

The new version 2.0 of the Amiga's system software no longer produces Guru Meditation messages. Certainly software crashes less often than it used too, but it seems a pity to have lost this link with the machine's origins. Before Commodore took over Amiga, Inc. one of the company's attempts to produce a product to fund development of the Amiga was a sort of skateboard replacement for the joystick, which gave rise to a new computer activity: guru meditating. The object was to stand – or squat like an Indian guru – totally still on the board for as long as possible, so that the pointer on the screen did not move at all. Doesn't sound like much fun to me!

FLICKER FIXER

What can I buy that will stop my Amiga from flickering in interlace and hi-resolution mode? I have seen ads for these things but I'd like to know what they do, how good they are and what extortionate price they'll cost my wallet.

Ian Grant, Durham

The first successful product was Microway's Flicker Fixer for the 2000, now sold in the UK by Commodore as the A2320 Display Enhancer (RRP £249.00 + VAT). This works with the 1500 as well. It goes in the video slot (at the back right of the main board). What it does is to take the two halves of the normal hi-res interlaced display, buffer them, and feed them out as a single non-interlaced display.

In the States ICD have a product called FFV (Flicker Free Video), but I do not know of anyone distributing it in the UK yet – which is a pity, because it works with all models of the Amiga from the 500 up to the 2000. It fits between the Denise chip and its socket, and has its own output.In both cases you will need a VGA or multiscan monitor capable of displaying 512 lines non-interlaced.

The top-of-the-range Amiga 3000 (the things that dreams are made of) has a display enhancer built in as standard.

OCR SCANNING

I have a Golden Image Hand Scanner which I use with great success to get existing graphic images into my Amiga paint program. What I also want to do is use it to get existing printed text into my Amiga word processor, but the software that came with it only works with pictures. Where can I get software that will work with text?

Roy Leach, Stafford

What you are looking for is called Optical Character Recognition (OCR) software. Surprisingly there does not yet seem to be any OCR software available for the Amiga. Hopefully someone somewhere is working on such a product. If any reader has heard any rumours of OCR developments for the Amiga, please let us know.

MUSIC MIXING

I want to start making my own music demos, mixing bits from different songs to make new ones. I was hoping that you could tell me what equipment I will need to do this.

Lindsay Morgan, London

You are going to need several items to produce your own remixes; a sampler, editing software, and a sequencing package to allow you to play your song. *Sound Express* is a very reasonably priced sampler to start with. For editing software check *Audiomaster III* and *Prosound*. For sequencing software, see this month's coverdisk...

READERS SURVEY

As you can see, we've expanded CU Amiga to become an even better magazine which covers EVERY aspect of the Amiga and its capabilities. Having perused the first new look issue, we want your opinions on the changes and ideas we have incorporated, along with any changes you feel are needed. So, grab a pen and get writing and ticking, after all if you want to get something off your chest, then now's your chance...

1. All About You
(*where applicable please tick box*).

A. Name:
B. Address:

C. Age (Please State):
D. Occupation:
School
College/University
Work (Full-Time)
Work (Part-Time)
Unemployed

2. What Do You Use Your Amiga For?

	Never	Sometimes	Regularly
Games:			
Music:			
Graphics:			
Programming:			
Word Processing:			
Educational:			
Business:			

3. Which Of The Following Do You Regularly Buy
(*Please Tick Where Applicable*)?

C&VG
ACE
The One
Zero
Amiga Action
Amiga Format
Amiga Computing
Amiga Power
Amiga Shopper
Raze
Other (Please State):

4. How Many Copies Of CU Have You Bought In The Last Year?

1-3:
4-6:
7-9:
10-12:

5. How Do You Rate The Following Sections In This Month's CU?

	V Good	Fair-To-Good	Not Worth Reading
Buzz:			
Upfront:			
CDTV Coverage:			
Backchat			
Graphics Features:			
CLImb Aboard:			
Start Up Feature:			
Type Tricks:			
In Developments:			
CU Collection:			
And Now...			
First Impressions:			
Screen Scene:			
Programming:			
VFM:			
Play To Win:			
Helpline:			
Demos:			
PD Utilities Reviews:			
Music Features:			
Q&A:			
Hardware Reviews:			
The Future:			

And that's it. Thanks for your time.

Once you've filled out the survey, cut along the dotted line above and send your completed form to:

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(RAM upgrades fitted free of charge when bought with A590)

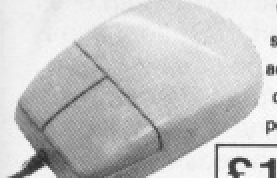
512K RAM Upgrade .... £ 29.95
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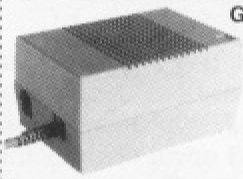
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		Devpac 2.15	£ 44.95
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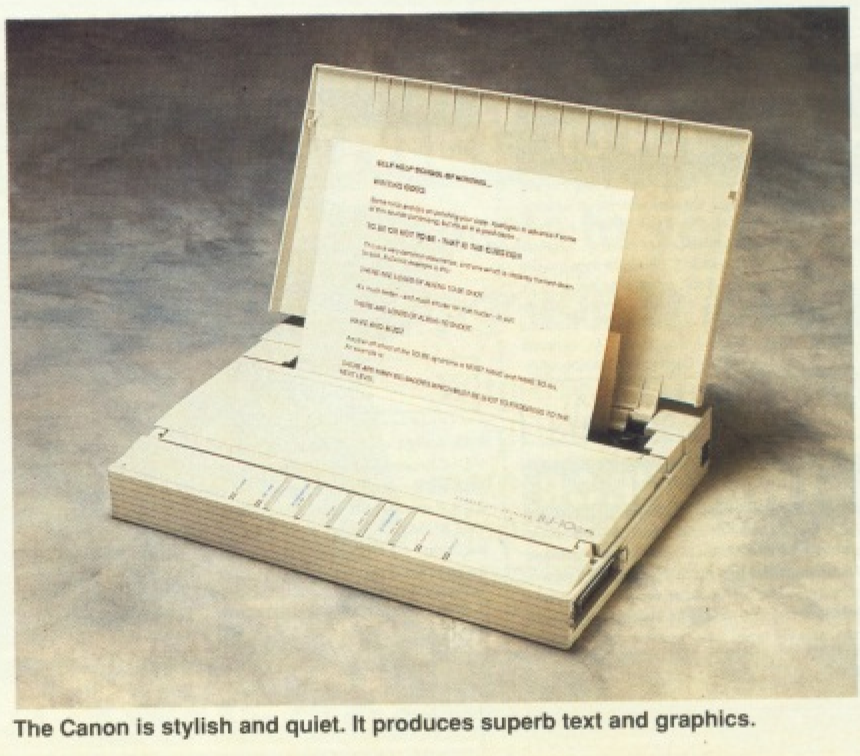
Print and be damned! Mat Broomfield takes a close-up look at two new printer which claim to offer high quality output at affordable prices. In the right hand corner is the Canon BJ-10e bubble jet and in the left, the Citizen 124D dot matrix. Seconds away...

As the use of printers in the home becomes more widespread, so do the requirements placed upon them. Many people simply require something cheap that they can use to print schoolwork, letters to friends, personal notes etc. However, there are a growing number of people who need a higher quality of print, enabling them to produce a more professional finished product. It's at these people that two printers reviewed here are aimed.

The Canon BJ-10e is a bubble jet printer, which uses the latest technology to produce its 360 dots per inch (DPI)output. The Citizen 124D, which also prints at 360 DPI, uses a 24 pin dot matrix system. There are definite advantages to each system. Using existing technology, the 124D prints at a brisk 120 characters per second (CPS) in draft mode, whilst the BJ-10e plods along at a steady 83 CPS. However, whilst the impact from the dot matrix pins creates a fairly annoying volume of noise, even in quiet mode, the bubble jet system squirts its ink onto the paper with hardly a whisper of a noise. Due to the simplicity of the bubble jet system, it contains far fewer moving parts than the Citizen, and this in turn means that there are less parts to go wrong. This is especially important if you are using your printer on a daily basis, to run a business for example.

In appearance, there is a clear contrast between the two printers. The BJ-10e, is very sleek, light, and small, measuring slightly over twelve inches along its front edge. By comparison, the 124D is a large, bland looking machine that takes up too much desk space for my liking. In fairness, I must mention that the Canon has been designed with portability in mind, whereas Citizen had no such ideas for their 'baby'. The control panels of both machines are visually pleasing, with all options clearly marked and logically positioned. Again the Canon scores slightly higher because it uses proper buttons instead of pads, and these are going to be more durable. Both printers feature multiple emulation, hopefully allowing your software to take full advantage of their features. The Citizen emulates an IBM Proprinter X24, an NEC Pinwriter, or an Epson LQ 850. The BJ-10e also emulates an IBM, but its only other emulation is Canon's own BJ-130e. This means that finding a suitable driver for it may prove difficult, because IBM and Canon drivers are far less readily available than those for the Epson.

Once the printers were correctly connected to the Amiga, the battle was on. The two machines both offer high quality print, and a reasonable price tag, but which one is the best? As it turned out, they offered such different facilities that it almost seemed unfair to compare them.



The Canon is stylish and quiet. It produces superb text and graphics.



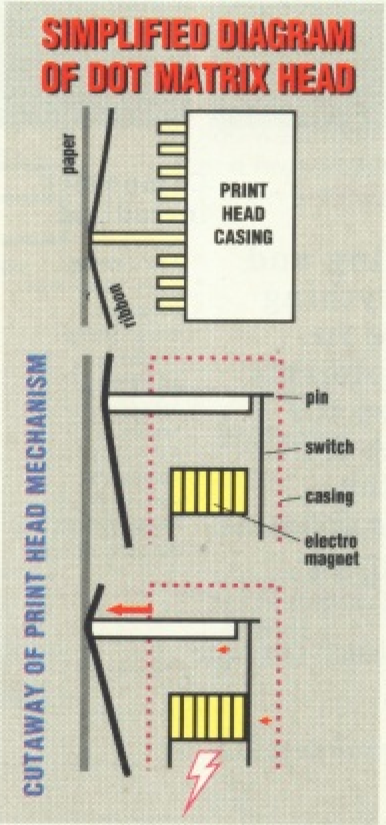
The sleek Canon BJ-10e is dwarfed by the angular looking citizen 24D. Despite its portability, the Canon feels as if it hasn't been designed to withstand too much rough treatment. Although the Canon is much slower than the Citizen in draft mode, it's so quiet that you barely notice the extra delay!

Still, I didn't say that I was fair...

There is a considerable difference in printing costs between the two machines. The Canon manages a reasonable 700,000 characters (about 132 pages of A4 text), out of its ink cartridge before it needs to be replaced at £19.99. The Citizen squeezes an incredible two million characters out of it`s low-tech ribbon. At only £4.60 per ribbon, the 124D offers superb value, working out at around a penny a page to print text.

The print quality of the Citizen in draft mode was reasonable, but a little too pale and spindly looking for my taste. The Canon used a bolder letter style when printing in draft mode and, for many people, the output is good enough for professional use. In letter quality, the Citizen had a choice of two typefaces (fonts), Courier and Times Roman. Both fonts were visually attractive, and at first glance appeared to be of typewriter quality. Closer inspection revealed the dot matrix origins of the letters, but only a nit-picker (or a reviewer!) would mention the difference. The Canon printer also has two visually appealing fonts, Pica and Elite. Due to the way that the ink tends to soak into the paper using their bubble jet system, the print quality of the BJ-10e was remarkable, even better than that of the Citizen. It was harder to spot any jagged edges on the letters, and they were of a darker, more uniform black.

A very handy feature of both printers, is the print buffer that they include. This is an area of memory within the printer where print files are sent. This means that the computer can send more information to the printer in one go. The larger the print buffer, the sooner you can carry on doing whatever you were doing before you started printing. The Citizen has an 8k print buffer, which can be increased by a further 32k. The Canon comes with a 37k buffer as standard.



Printing graphics, the Citizen 124D made an acceptable job of the IFF screen I gave it. The ink was still a little pale, but the image was clearly recognisable, albeit slightly elongated. Graphically, the Canon BJ-10e was exceptional. Even though the image was in black and white, the precision of the shading and the evenness of the ink allowed me to obtain very pleasing results.

Beware! There is one drawback with printers that create images by squirting ink onto the paper; the paper gets soggy! Normally this wouldn't matter, but when printing graphics that have large areas of black in them, the paper can stretch permanently, which makes the finished page look wrinkly. Both printers completed the graphic dump in under two and a quarter minutes, with the Canon beating the Citizen by six seconds.

In terms of the way the printers actually handled the paper, I preferred the Citizen. It automatically feeds in single sheets via the paper guide at the top, and it can also handle continuous paper, which is inserted at the rear of the printer. It has a paper park function that allows you to have both types of paper simultaneously inserted ready for use according to your requirements. The Canon is only capable of handling single sheets and envelopes, and although it does automatically feed them into the machine, it was a touch less user friendly than its rival. Both printers have selectors ➤

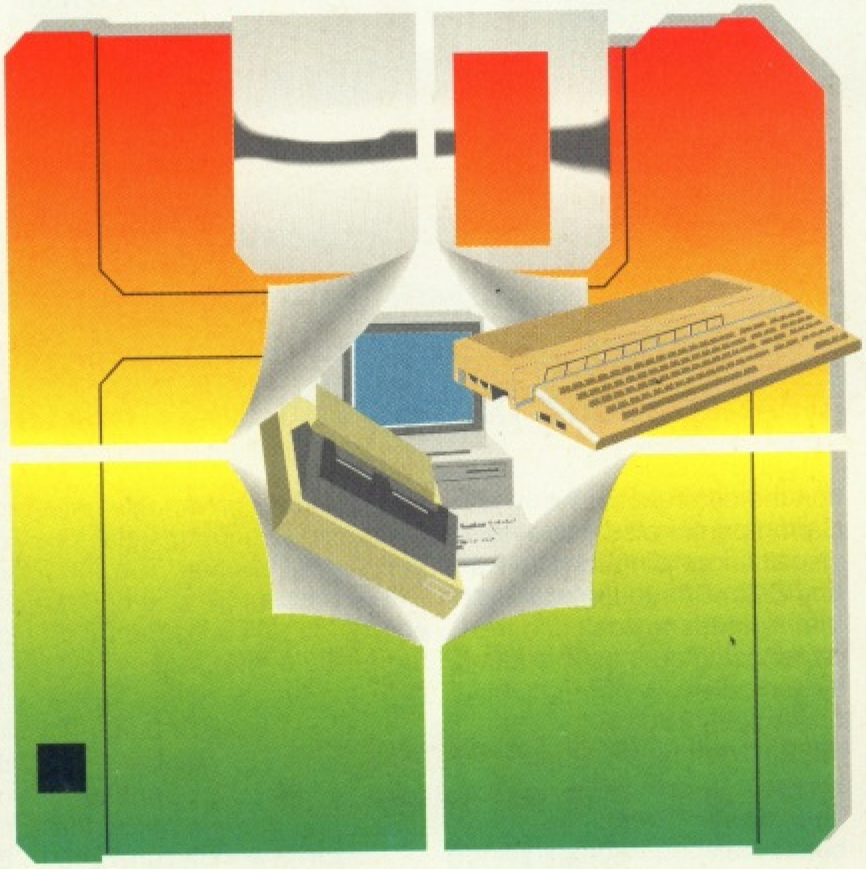
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The Citizen is fast, cheap and exceptionally user-friendly.



The graphic quality of the two printers can be seen here in all their glory. The Citizen (left) produces a much darker, less sharp looking image. The Canon produces very subtle shading effects.

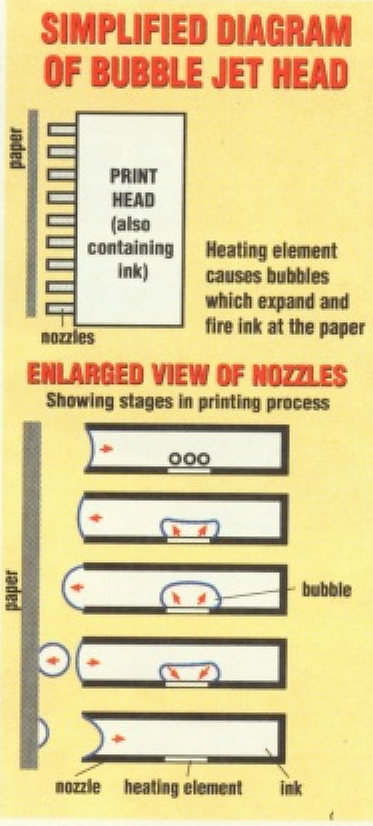
BUBBLE & SQUEAK

which allow you to choose from various paper thicknesses, and again the Citizen gives you the greatest range of choice.

IN CONCLUSION

At first glance, it would be easy to dismiss one printer or the other as being inferior. However, I suspect that the two printers are aimed at very different markets. The Citizen 124D has, to its advantage, a reasonable print speed, robust construction, user-friendly options, and it uses ribbons that offer terrific value for money. On the minus side, it is noisy, quite large, and doesn't handle graphics as well as the Canon. The Canon on the other hand, is portable, prints very quietly, and does an great job of printing graphics. The Canon's bad features are its expensive ink cartridges, its slow print speed and its inability to handle continuous paper.

If you need a printer that's going to have to work very hard, the Citizen is probably a safer choice. If your output requirements are less demanding, but you want really high quality at a reasonable price, the Canon is for you.



JARGONESE FOR BEGINNERS

CPI – Characters Per Inch. The number of letters or symbols printed in one inch of paper.

CPS – Characters Per Second. The number of letters or symbols printed in one second.

Emulation – Many printers understand their own particular machine language. Emulation is the ability of a printer to understand instructions sent in the language of another, more common printer. This enables the computer to send information to the printer in the language of a printer it knows – an Epsom for example. Provided the printer has been set for Epsom emulation, it will then 'understand' exactly what to do.

Font – Many printers now have the ability to print in a variety of letter styles. These letter styles are called fonts. Printers that have more than one font will have at least one serif, and one sans-serif font. A serif font has cross pieces on the tops and bottoms of the letters, and has a Roman Numeral look to it. Sans-serif fonts are plain with no cross pieces. This is in serif. This is in sans-serif.

Printer Driver – When the computer tells the printer what to print, it sends a series of numbers which the computer then translates as characters and control commands. Most printed characters are represented by the same number, regardless of the printer. However, many printers use different numbers to represent control commands, such as bold, underline, etc. A printer driver is a piece of software that your computer loads before printing. This contains a complete list of all the commands understood by your printer, and should ensure that your printer always prints when you tell it to.

PRINTER FEATURES COMPARISON TABLE

FEATURE	CANON BJ-10e	CITIZEN 124D
PRICE (excluding Vat)	£345.00	£249.00
EMULATION	IBM Proprinter X24E, Canon BJ-130e, NEC Pinwriter	IBM Proprinter X24, Epson LQ850
SPEED at 10 CPI (Draft mode)	64 seconds per A4 page (83 CPS)	44 seconds per A4 page (120 CPS)
SPEED at 10 CPI (Near letter quality)	64 seconds per A4 page (83 CPS)	132 seconds per A4 page (40 CPS)
GRAPHICS SPEED (printing a D-Paint screen)	130.92 seconds	137 seconds
RESOLUTION	360 DPI	360 DPI
COLOUR PRINT	NO	NO
INK TYPE	Cartridge	Ribbon
INK LIFE in characters	700,000	2 million!
INK LIFE in pages	132.6	378.8
INK PRICE (excluding vat)	£17.99	£4.00
RESIDENT FONTS	Pica, Elite	Courier, Times Roman
DOWN LOAD FONTS	Yes	Yes
PROPORTIONAL SPACING	Yes	Yes
MEMORY	37K	8K
MANUAL	Adequate	Very informative
NOISE LEVEL	Very quiet (under 45 decibels)	Loud but not unbearable (52-55 decibels)
SIZE	Compact	Moderately bulky
WEIGHT	1.8 Kilogrammes	5.5 Kilogrammes

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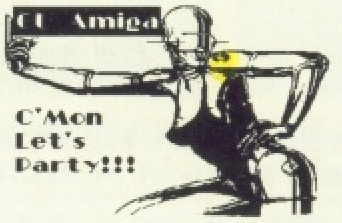
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IF Either of Your Disks is Missing - Consult Your Newsagent

05
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So, you're having a party. You've printed the invitations, and organised the music and lights. Now what are you going to wear? Steve Chance presents a guide on how to create your own clobber for that special event.



Once you've finished your design, print a mirror image onto a sheet of paper and iron away!

GETTING SHIRTY

Producing t-shirts is an expensive business, but by using a Dot-Matrix printer, a special printer ribbon, an ordinary plain T-shirt and an iron and ironing board, you can easily create your own.

❶ Using a graphics package, such as *D-Paint III*, design yourself a logo to go on your T-shirt (if you lack artistic flair, then opt for a rude slogan in an interesting font). When you have finished with your design and are satisfied with it, flip it on to a mirror image of itself (using the FLIP/HORIZ option within the *D-Paint* border).

❷ Print your design onto paper. This is where the aforementioned special printer ribbon comes in. Care Electronics of Watford supply a range of heat transfer ribbons, of which we tried their black and four-colour ribbons with an LC-10 printer.

❸ Next, wrap the end of your ironing board in kitchen foil (to stop it absorbing any ink).

❹ Slide the T-shirt over the end of the ironing board and plug in your iron.

❺ Place the paper face down on your T-shirt, and press over it with the hot iron for, say, twenty seconds (or until you smell burning!).

❻ Remove the paper and, hey presto, the design should be reproduced on to your T-shirt.

In practice, though, things aren't so straight forward...

When you're ready to print out your design there is the usual dilemma of which printing density to select from the Graphic 2 screen in Preferences. While you may want a high density to make some areas come out in solid, bright colours, other areas may be over-inked and appear as various shades of black. With our elaborate design, I got the best result from Density 1. The optimum setting will depend on the colours you use and, as always, don't expect to get it right first time.



The ribbons are designed for use with fabric consisting of polyester and cotton. You can print your design on a 100% cotton T-shirt, but it will fade a little after you've washed it or, if you sweat a lot, whilst bopping. This is because the dye clings to the polyester, but if too much polyester is used it's more likely to be fried by the hot iron. I used 63% polyester 35% cotton and just got away with it.

Ironing the transfer on to the T-shirt is an acquired skill, and it's advisable to practice on something you would never wear in public (Dan Slingsby's Polyester vests for example). If you use a steam iron, the pattern of the grooves in the sole will show in the design, so keep the iron moving. However, moving the iron tends to shift the paper with the design on, so an iron with a flat base is preferable.

Assuming you hold the iron with a steady hand, and neither melt or set fire to your T-shirt, the results can be impressive. The slight smudging when the ink is transferred from the paper to the fabric reduces the horizontal 'banding' effect which mars graphic print outs, and blends the different coloured dots into a surprisingly solid image.

I felt quite chuffed with the final results, and will be flaunting them at my next party. If you fancy starting your own designer label, the necessary ribbons can be obtained from Care Electronics who can be reached on 0293 672102.



How to ruin a perfectly good t-shirt by ironing on a really stupid picture.



Once the image has been transferred, smooth over with a hot iron.

• GROUP SCOOP •

CALLING ALL USER GROUPS Are you a member of a local Amiga user group? If so, then we want to hear from you and what you're up to. So, if you're doing anything novel or unusual with your Amiga (although nothing pervy and involving animals we hasten to add!), then give us a bell and let us know. We're interested in any gossip, tips, and general chit-chat, so don't delay, give CU Amiga a call.

Ring Mat Broomfield now on 071 251 6222.

PHASER ON STUN

Armed with his trusty *Phaser*, Mat Broomfield goes in search of enemy virii.

Phaser is a rather cumbersome device which plugs into the extra disk drive port. If you have a second drive, the drive plugs into a slot at the back of the *Phaser*. Along the front of the unit there are several small lights (LEDs). These flash to indicate which side of the disk is currently being accessed, and which disk drive is being used if you have more than one. A further pair of lights show you whether the computer is trying to read or write to the disk. The remaining light indicatess the protection status of the currently accessed disk, and a switch at the back allows you to write protect the disks electronically.

The upshot of all this hi-tech gadgetry is that you can insert unprotected disks safe in the knowledge that nothing can infect them while the *Phaser* is set at protect. More importantly, when you consider that one new virus is created each week, you can actually use the *Phaser* to hunt for virii. To do this, you insert a suspect disk into the disk drive with the write protect off. If the computer attempts to write to a disk in either drive within ten seconds, you can be absolutely certain that the disk has a virus, according to the device's inventor, John Dudley of **Digital Aplications.**

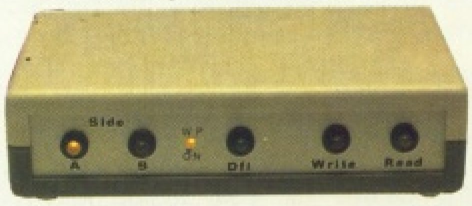
Because the *Phaser* is solely a virus hunter and protector, Digital Applications are including the state of the art in virus killing software, *Master Virus*, free to all purchasers. The normal price of the Phaser is £34.95, but CU Amiga readers can get it for only £29.95 if they send the token on page 16 along with their order.

Highly recommended.



THEY'RE CREEPING UP ON YOU...

Unfortunately, Virii have come a long way since their first unwanted appearance. From humble beginnings when the Amiga was a mere babe in arms, new strains have been created to wreak even more havoc than usual and to cause new problems. The implications for virii are, frankly, worrying, as they get more intelligent (there's a special strain which replaces the names of key politicians with obscenities), and it is possible that corrupt businessmen or criminals could use them to alter computer databases and info to their favour.



Danger! Danger! The new *Phaser* from Digital Applications joins the battle against deadly virii.

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NORSEY but nice

The Danish are best known for the 'sizzling' bacon ads on the telly and for supplying a neverending line of useless football players to English soccer clubs. It's mildly surprising, therefore, to discover that Denmark also sports a burgeoning computer industry. One of the main movers behind the boom is Interactivision, a small company with a wide range of application software set to invade a computer store near you.

INTERSOUNDS FAMILIAR

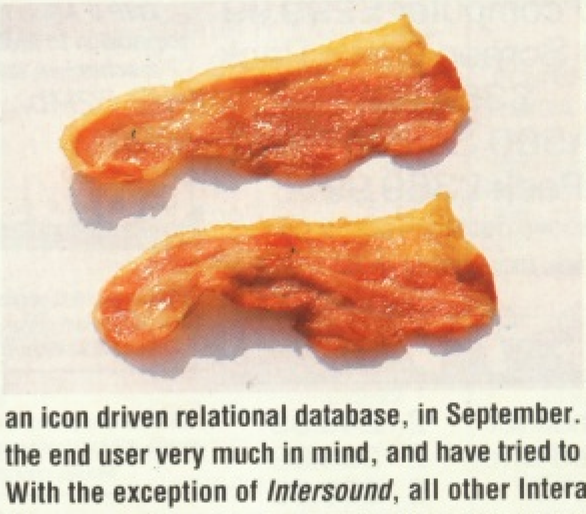
If you've always wanted to be the next Bomb the Bass, S'Express or MC Hammer, now's your chance. Chris 'Two-Tone' Jenkins takes a look at a brand new sampler.

Written in assembly language, *Intersound* is a software only, icon driven system, which is extremely easy to use, and features the usual array of features you expect to see in such software – although, oddly, there's no MIDI control facilities. Up to eight samples can be held simultaneously, although their length depends on the available memory. Each can have eight Segments defined; and these are indicated by a dark bar between the start and end cursors. This can be dragged around with the mouse, and is selected using the SEGM 1-8 display at the bottom-right of the screen. In addition, the system allows the player to cut and paste and generally lift huge sections out of particular samples.

Apart from features like multiple looping, *Sonix* file compatibility and the ability to handle 20 samples at a time, *Intersound* has most of the abilities of the state-of-the-art *Audiomaster III* software. The main drawback of *Intersound* is that to use it you must have already bought sampling hardware – which would probably be supplied with adequate software, possibly even featuring the MIDI facilities *Intersound* lacks.

DANE PACK

Interactivision is the name chosen by a three-strong team of Danish entrepreneurs. They started out by producing top-notch Amiga games, which they licensed to major software publishers. Realising that there was a shortage of affordable applications software, they set about producing the *Inter* range of packages, which they are releasing under their own name. The range currently comprises *Interword* (word processor), *Interspread* (spreadsheet), and *Intersound* (sampling software) and plan to release *Interbase*, an icon driven relational database, in September. They have designed their software with the end user very much in mind, and have tried to make it as user-friendly as possible.



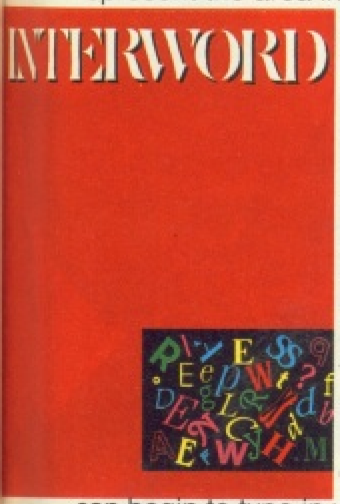
With the exception of *Intersound*, all other Interactivision titles are designed to be completely compatible with other titles from their range. *Interword* uses the same screen and icon formats and produces files which are interchangeable with *Interspread* and *Interbase*. If the promises of the company are fulfilled, we could see other companies lowering their prices as people realise that they don't have to spend a fortune to get decent utility software. Watch this space...



SPREADING IT ABOUT...

If you run a small business, or merely want to keep track of all the monthly bills that drop through your letterbox, a spread sheet could be the answer to all your problems. Mat Broomfield starts spreading the news...

Once the program has loaded, you are straight into the main working screen which is divided into vertical columns (labelled a, b, c, etc), and horizontal rows (labelled 1,2,3, etc). The boxes formed by the intersecting columns and rows are called cells, and represent the area into which number, labels, formulae, etc, can be entered. Selection of a cell is done by clicking the mouse at the appropriate point on the screen. The selected cell will have a reference code corresponding to the column and row number it resides in, eg A1, G11, etc. Now you can begin to type in your home/business accounts and watch with glee as your computer strains itself to sort them all out for you. After entering your accounts and then pressing the calculate button, don't go and make a brew because this baby is FAST! And the program automatically updates itself if you make any changes to the sums (formulae). This means that you can try different figures and swiftly see the effect that they will have.



It has to be said that the manual is nothing to write home about (lacking colour and those big friendly diagrams that you can understand immediately without having to wrestle with incomprehensible text). However, it is informative and fairly easy to understand. It features a beginner's section (which is useful for the 'what the heck is a spreadsheet' type-of-person), and an advanced users section that explains the more technical features, of which there are many.

Interspread features drop-down menus which are accessible with the mouse, and many of the options can only be accessed in this way. A new feature is the use of gadgets. Gadgets are little picture icons that you click on to use certain functions, eg cut, copy and paste utilities (for moving chunks of information around the spreadsheet), printer, disk (load, save, etc). All are rather useful and save you from ➢

THE TECH BIT ***Interspread*** **allows you to write up to 10,000 rows, and as many as 30,000 columns. With one simple command, you can easily jump to any cell in your sheet. It handles unknown factors, such as equations that include algebraic expressions, with a cheerful grin and a jaunty whistle, and it can even understand scientific notation. You can have up to ten sheets open at a time, and it's possible to transfer data and calculations between them. Once set, entry into your files is prohibited unless you have the correct password. A hard disk installation program is included, and** ***Interspread*** **supports a wide range of printers.**



ALL-TIME ROCK SAMPLES

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SHAMEN – Mikhail Gorbachev and the rantings of an American evangelist (from In Gorbachev We Trust).
KLF (AKA The Time Lords AKA The Justified Ancients of Mumu) – Dr Who (from Doctorin' the Tardis), Abba, Whitney Houston (from The Jams meet Abba etc).
THE BARMY ARMY – Brian Clough explaining how he came to hit a supporter (from The English Disease).
GARY CLAIL – Margaret Thatcher (from No Alternative).
MARK SUMMERS – The theme from The Magic Roundabout (from Summer's Magic).
EXP – Jimi Hendrix (from Kiss the Sky).
BRIAN ENO AND DAVID BYRNE – An exorcism (from My Life in the Bush of Ghosts).
THE GRID – Timothy Leary on the psychedelic experience (from Timothy Leary meets The Grid).
PUBLIC ENEMY – Malcom X and Martin Luther King (from It Takes A Nation Of Millions To Hold Us).
MALCOM MCLAREN – Puccini's Madam Butterfly (from Madam Butterfly).
BLACK BOX – Aretha Franklin (for Ride on Time).
SILVER BULLET – Robocop (from 20 Seconds to Comply).
EINSTEINZENDERDENEUBATEN – metal bashing; the lead singer with microphones in his body being beaten up; a cow being chainsawed (from miscellaneous tracks).





THE MINI POPS - samples from 'On Golden Pond'.
FIELDS OF THE NEPHILIM - 'Evil Dead' and 'The Name of the Rose' (in and between tracks on 'Dawnrazor).

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getting lost in a jungle of menus. Gadget boxes really take the hassle out of using this program.

Everyone, from piggy bank owner, to millionaire, could benefit greatly from this package. Easy to use and with plenty of handy features, *Interspread* runs on all Amigas.

Famous People Who Should Have Used Interspread

BLOWING HIS OWN TRUMP-ET. In a typical all-American tale of rags to riches, Donald Trump literally built up his multi-billion empire from nothing. Specialising in capitalising on New York's need for housing, Trump bought a series of decrepit buildings and invested in refurbishing them into luxury apartments amd selling them at a vast profit. Since then, Trump's empire has spread into the realms of casinos, hotels and apartments, and the running of these is crammed into his workaholic 16-hours-a-day schedule. His fall was not long in the making, though, and on investing over one billion dollars into his dream Taj Mahal Casino in Atlantic City, the stock market crashed, leaving Trump in major financial difficulties. With interest bills of over ten million dollars accumulating each day, Trumps' empire had to be sold off bit by bit to keep him afloat and only recently has he started to recover from the disaster. On a more personal note, though, it is his costly divorce from childhood sweetheart, Ivana, which had him hitting the headlines. When Trump was seen with bit-part 'actress' Marla Maples (whose only screen credit was as a victim of a lorryload of Melons in Stephen King's Maximum Overdrive), a leading US paper plastered it all over its front page and prompted upset Ivana to take Trump for half his vast wealth.

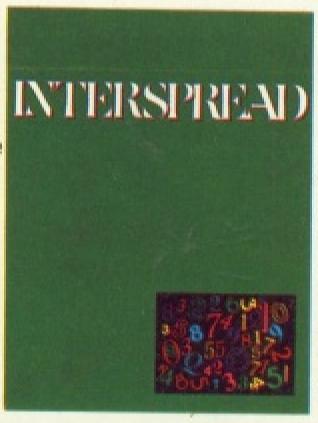
DODD-ERY FINANCES. Another well-known financial 'incident' was related to fluffy-bonced Liverpudlian, Ken Dodd. Doddy, who in his time was responsible for the Diddy Men, the promotion of Knotty Ash and the infamous jam butty mines, was chased by the taxman for over hundreds of thousands of pounds worth of unpaid back taxes, and a massive media even was in the making. Dodd claimed that, as far as he was concerned, he was fully up to date, and in the legal wranglings that followed the poor guy's finances and every penny he spent were lovingly detailed in the papers. Eventually, he was aquitted of all charges, but even now there are stories of his new Diddy men recruits – Diddy Pay and Diddy Hell...

WORD OF MOUTH

Boasting an intelligent system which gives you information on your writing style, Interword is an effective English teacher, which only lacks a cane and blackboard. Mat Broomfield wonders if there's mortar (board) life than this...

The word processor market is already well supported, with the likes of *Word Perfect, Kind Words, Scribble!*, and *Excellence* all vying for recognition. Where *Interword* scores over these others, however, is in its sheer user-friendliness. It's literally brimming with features to make your life easier.

The package consists of four disks and a slim but useful manual. The main program takes up about 300K of memory once loaded, and therefore only needs the standard half megabyte of memory in which to run. The remaining disks contain the English/American dictionary. The dictionary has been arranged to minimise disk swapping by grouping all of the most commonly used words on disk two. The less common words are split in order of rarity between disks three and four.



For those of you who have used an Apple Macintosh, you may sense a distinct similarity between *Interword* and *Macwrite* in several respects. The work screen is quite busy looking, with icons and menus all over the place. This is initially are used to the simplicity of *Scribble!*, but all of the icons work logically, and they soon become a useful asset. At its most basic, *Interword* is a very good word processor that has all the usual options. Where it really begins to shine, is when you begin to notice how many 'professional' options it features; options that are not usually included in a package of this price. When Editing your text, there are numerous short cuts to make life easier. Highlighting sections of your text for cut and paste operations etc, can often be reduced to a single menu selection, which will select a single word, a sentence, a line, a paragraph, or even the entire document.

Interword supports headers and footers. These are items of text written above, or below, the usual level of type. Margin notes can be included, it can automatically insert hyphens and it also has an option called 'soft hyphen', whereby you insert hyphens wherever you want, but the program only uses them if the hyphenated word falls at the end of a line. You can also change any piece of text from upper case to lower case, or vice versa. In additon, the software also features a stats menu which details how many times a particular word is used and other useful info.

READ 'EM AND WEEP

When you check the statistics on your document, *Interword* generates a figure called the Legibility Index (LIX). This number tells you how readable your document is. The higher the number, the less readable the document becomes. For example, magazines have a LIX of about 35, wheras legal documents are up in the mid-forties. The LIX of a document is calculated by multiplying together the number of words, long words, full stops etc. This is a great feature which enables you to ensure that your writing is always suitable for your target readership.

Comprehensive printer options, a friendly file-handling system and very fast screen updates when editing, are just some of the remaining features which combine to make *Interword* a truly impressive piece of software. For about the same price as *Kind Words* (£49.95), *Interword* is in a different league.

The *Inter* series of software should be available in the shops by the time you read this. If you want to find out more, you can contact Interactivision's UK distributor at;

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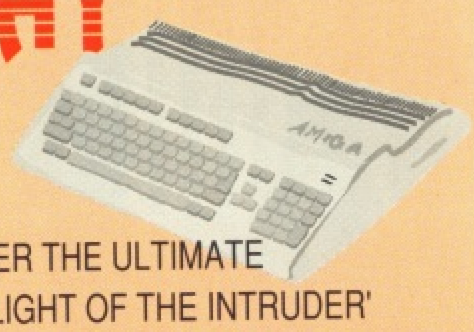
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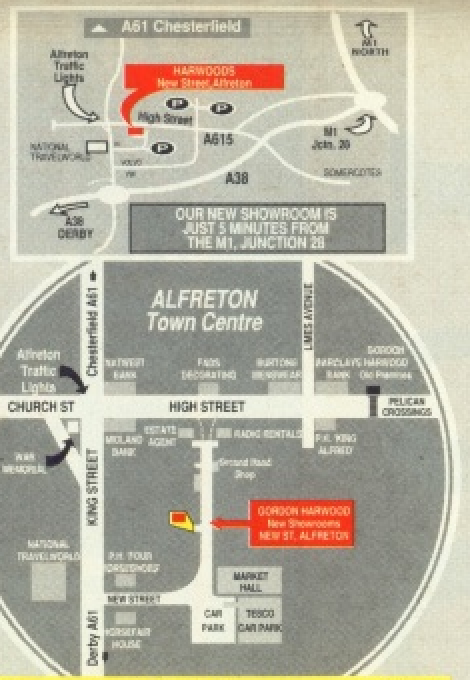
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AMIGA NIGHT CLUBS

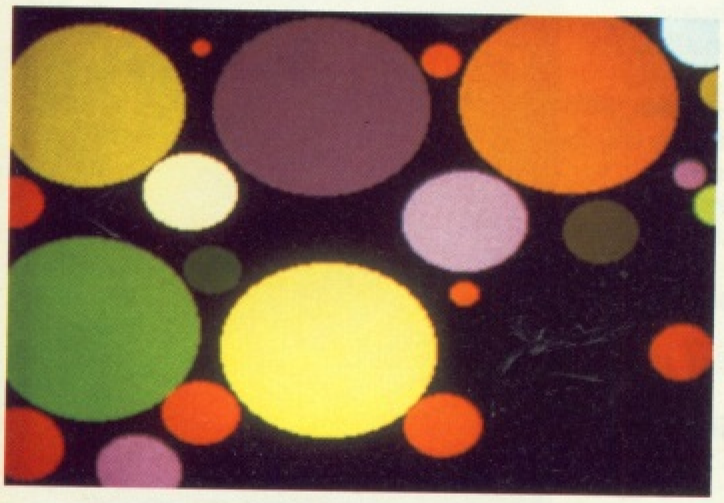
You've got the music, you've got the rowdy rabble, it's time to groove on down! Hold up! What about the lights? You've got to have lights if you want a proper boogie. Well lucky old you, 'cause on this month's cover disk you'll find a great little program that gives you just that, disco lights.



DISK fourteen

WHAT TO DO

When the light show has loaded, the screen will flash briefly and the drive will start loading further data. Press the spacebar to enter a tempo (speed) command. A requester should appear at the top of the screen allowing you to enter a number. I suggest you enter one between 200 and 300 for now. You should be presented with a flashing IFF screen. Not very impressive I hear you say and, if that were all, you would be right. However, the interesting thing about the light show is that you can do a number of other things with it. You can set it to load any number of IFF screens and display them in order. You can also alter the speed at which the colours change so that they actually change in time to any music you may have playing.



HOW IT WORKS

When the main program has loaded, the light show automatically looks in the PICS directory of the current disk for any screens with the title pic1.IFF, pic2.IFF etc. If it finds more than one screen, it will load them in numerical order, then when it gets to the last, it will start all over again.

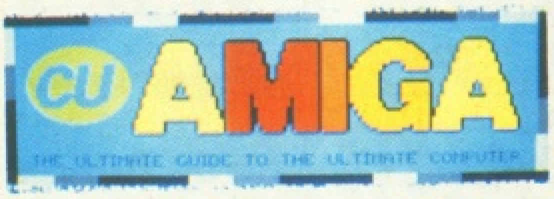
When the screen has loaded, the program divides its palette into blocks of four colours, and assigns each block to a set of keys. Therefore, a sixteen colour screen would be divided into four blocks of four colours each. The keys (1-9) represent the first set of colours, the keys (Q-O) control the second set ➢

AMIGA NIGHT CLUBS

AMOS CLUB The disco light show was written for us by Aaron Fothergill of the AMOS club, and is the first generally available program written in AMOS basic, and compiled into 100% machine code using the soon to be released AMOS compiler. If you want to find out more about the wonderful world of AMOS, or need help or advice with your AMOS programs, contact the AMOS Club, 1 Lower Moor, Whiddon Valley, Barnstaple, N. Devon, EX32 8NW. If you prefer to join the club and gain instant access to the AMOS helpline, in addition to receiving six info-packed newsletters per year, send a cheque for £10.00 (UK) or £15.00 (Overseas) to the above address.

➢ of colours, (A-L) controls the third set and (Z-,) controls the last block. When the program is running it then cycles each block of four colours in time with the selected tempo. By using the key groups listed above, you can decide which colours change on which beat. The last key in each row (9, O, and L), resets the colours to their original timings. By moving the mouse left and right, you can take more subtle control over the actual tempo of the colour cycling, as this allows you more immediate changes in tempo.

As you can see, we've included two sample screens for you to see the program running, but with a bit of planning we're certain that you can create far more interesting visual effects. If you come up with any real gems, feel free to send them to us on a disk. Sorry, no



disks can be returned, but if you come up with anything particularly stunning you could find a prize winging its way towards you.



DANCE ENHANCE

Nightclubs are getting in on the act. Rik Haynes profiles one that uses a standard A500 to create the ultimate multimedia dance experience. . . .

They rise after dark. Disciples of sounds, sights and motion. A legal nightclub is their destination. Only this venue is digitally enhanced by the power of the processor. Amiga has just hit the partyzone.

The seaside town of Southend seems an unlikely place to start the next revolution in disco-tech. Essex boys and girls aren't renowned for their tastes in music, dance or fashion. Nevertheless, Ark on a Saturday night attracts ravers from the surrounding urban sprawl and upcoming acts on the club circuit. Recent headliners have included The Scientist (Exorcist, The Bee), N-Joi (Adrenalin, Anthem) and Xpansions (Move Your Body).

These hardcore grooves are supported by a hardware overload. While girls and boys swing their butts on the dancefloor, the surrounding walls – packed with multi-bank monitors – pump out subversive visuals in rhythm to the beat. Psychedelic colours run round the displays in repetition until the next pattern interrupts.

Fuelled by a standard A500 with 2Mb of RAM and genlock device, the 'engineer' can call-up a myriad of effects and background noise. These are mostly provided by public domain demos.

The format is at the height of innovation when *Deluxe Paint III* is used to present 'on-the-fly' animations to match the music.

At last, DJs have a chance to ditch those banal music videos, a format that remains lost somewhere in the mid-1980s.

The spirit is willing, but the flesh is still too weak. By the end of the evening, Bart Simpson had replaced all forms of fractalvision on the video screens. Can you think of any better way to clear the club by 2am?

ADVERTISERS INDEX

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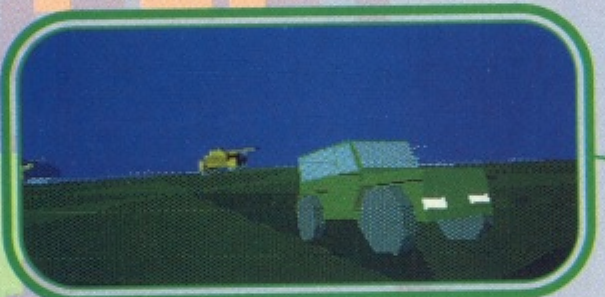
FLAMES O

Flames of Freedom, the new blockbuster from the creators of Midwinter, offers you total freedom. Freedom of choice, Freedom of action, Freedom of movement.



Dogfight with opponents over villages for command of the skies, or attack ground targets which serve the enemy's cause.





Night time sequences afford excellent cover for secret movement and actions, illuminated by the glare of your jeep's headlights.



The playing area of three million cubic miles is not restricted solely to areas above ground. You have full freedom of movement underwater, and three types of 'submarine' in which to achieve it.



Seek out and destroy enemy shipping units, condemning them to a watery grave on the sea bed, from where the ocean's surface is clearly visible above.

Screen shots shown are taken from the Atari ST versions. Actual sceens may vary by format

TOTAL FREEDOM- FROM RA

(1,000 miles long X 1,000 miles wide X 15,000 feet high.) + (4,000 characters X 22 mod

OF FREEDOM

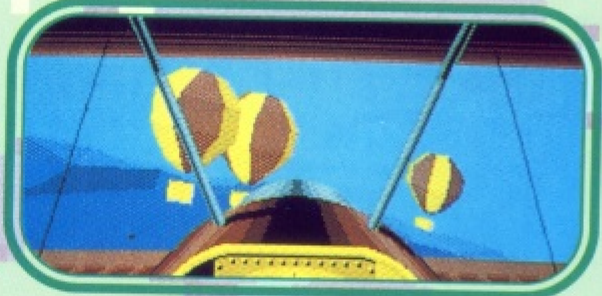
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A three dimensional environment packed with action, adventure and strategy. Entering it is easy......breaking free is what's hard !

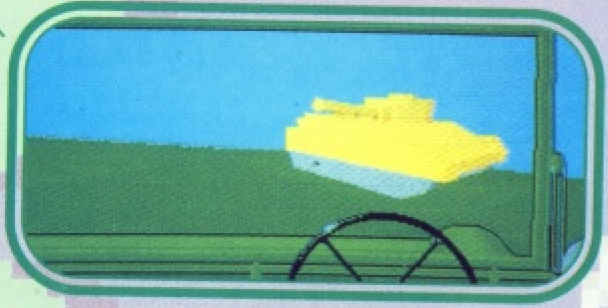




A million square miles of accurately mapped 3-D terrain, generated by fractal techniques, and fully light sourced throughout, provides a playing arena far superior to even its predecessor, Midwinter I.



Fly the skies above the forty-one islands by helicopter, zeppelin, parachute, rocket pack, or, as seen here, biplane and balloon, all offering superb views of the land and of the other aircraft.



The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

MIDWINTER II
FLAMES OF FREEDOM

Flames of Freedom will be available shortly for your Commodore Amiga, Atari ST and IBM PC compatibles.

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• A web of deceit and intrigue draws you into the totally addictive plot.
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Screen shots from various formats
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